

THE
NEW ART
OF
WAR.

CONTAINING

- I. The Duties of Officers of Horse and Foot.
- II. the Duties of a Soldier in general, from a private Sentinel to a Commander in Chief.
- III. The Practice of WAR by all Great Generals; As the Order of Marching, Counter-Marching, and Incamping, with proper Distances, as Intervals and Streets, for Horse and Foot; the Plan or Method of drawing up an Army in Line of Battle; of Attacking and Defending Lines of Circumvallation; of passing Rivers over Bridges of Pontons, and Entrenching an Army on the other Side; the Manner of Besieging and Defending fortified Places; the Method of Surprising Garrisons and Armies, and of Beating up Quarters.

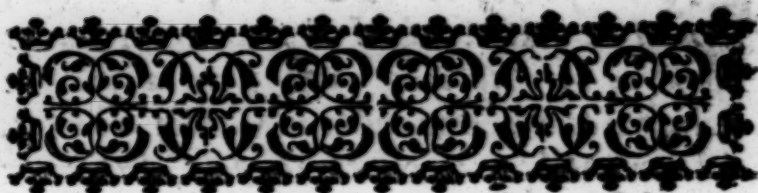
To which are added (never published before,)

- IV. The Manner of Drawing up a Regiment, and Posting Officers, with Orders to be observ'd in Camps and Garrisons.
- V. The Exercise of the Foot, with the Number of Motions to be performed at each Word of Command, and an Explanation of them.
- VI. The Method of Forming and Reducing the Hollow Square.
- VII. The Exercise of the Horse and Dragoons as now practised.
- VIII. The RULES and ORDERS of his late Majesty King WILLIAM, when Prince of ORANGE, to be observed by all Guards and Garrisons.
- IX. *Lastly*, An Abridgment of the Articles of WAR now in Force.

The whole illustrated with several COPPER CUTS.

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TO THE
OFFICERS
OF THE
ARMY.

Gentlemen,



S *ince* the Art of War is of all Professions the most Honourable, without which Trade cannot Flourish, the Penal Laws be put in Execution, our Religion, Liberty, Property, and all that is dear and valuable, secured to us; and as You may be truly said to be MASTERS of that Noble Art, I know not to whom I can so properly dedicate this Treatise, as to You.

To do Justice to the Soldiery in general, it must be acknowledged that every Man is useful in his Station, even from a private Sentinel to a Commander in Chief: And yet, I know not how it comes to pass, but there are a Sort of Men, who, though they differ in other Opinions, unhappily concur in reviling and calumniating the Soldiery.

I must confess, I am at a Loss whether I ought to attribute such Ingratitude to Infatuation, or affected Ignorance: But be that as it will, yet the Gentlemen of the Army will be always esteemed by Persons of good Sense, and good Manners.

More may be said of the Art Military, than my weak Ability can pretend to; I shall therefore leave it to abler Pens to make known to the World its just Praise, and humbly imploring your Protection of this little Book, do beg Leave to subscribe myself,

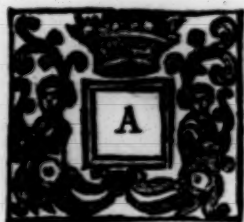
GENTLEMEN,

Your most Humble

and most Obedient Servant,

The EDITOR.

THE
P R E F A C E.



WORK of this Nature is so useful, that it will be lost Labour to use any Arguments to prove the Assertion : And let the Scene of War lie where it will, it induces many People to endeavour after some little Knowledge in *Geography*, who otherwise would scarce ever look into a *Map*.

THE Marches of Armies, the Over-running of Provinces, and the Sieges of Towns, have raised a Curiosity to be informed of their Distances and Situation : And if these, which are but the Consequences of WAR, do so far prompt us to desire Information, that we may be in some sort capable of comprehending them ; how much more ought we to endeavour to gain some little Insight into *That* which produces those great Events, which is the *Art of War* ?

BESIDES, when there is a War, every Man talks freely of it ; and is it not commendable in Discourse to talk pertinently and properly to the Subject in Hand ? But how can he talk aptly and judiciously of *Military Affairs*, who

has neither seen nor read them? Every Man is not a *General*, but it would be very agreeable to hear every Gentleman talk like a *General*, when the Subject is *War*: And it is not Conversation only that is improved by reading *Military Books*, but the Judgment and Understanding are also informed by it; so that when we hear of Sieges, Marches, Incampments, Surprises, Guards, Parties, &c. we conceive just Notions of the Things themselves, because, by the Insight we have acquired by *Reading*, into the Nature and Conduct of those Affairs, they furnish us with almost as lively Ideas of the Things, as if we had been present at them. In short, the Subject recommends it self to all knowing Men; and its Brevity is an Encouragement to undertake the Perusal of it.

It must be granted, that Service and Experience are the best Instructions, and exceed all Information: But at the same Time it must be considered, that we frequently meet with so many new and unexperienced *Soldiers*, that were it only to inform them of the Duties of the State of Life they are entered into, this would be thought a most useful Undertaking.

As for those who have already seen some Campaigns, it will not only facilitate their Business, but much improve their Knowledge, acquainting them with many Matters of Moment, which perhaps have not occurred to them in the Course of their Service, and may prove very advantageous to them hereafter.

The P R E F A C E.

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WAR is one of those Arts in which a Man can never be perfect, but must still learn; and this we see to be daily verified, where the Scene of Action lies, in the greatest *Generals*, who are not always without their Faults, and who frequently call Councils to receive the Opinions of Officers much inferior to themselves in Post and Service.

BOOKS give us those Instruction in private which we are not willing at all Times to take from other Men, lest one should be thought *Ignorant*; and though we were inclined to hearken to them, we have not always those at hand, who are either capable or willing to instruct us. Soldiers, who, at their Leisure, apply themselves to Reading, will be better capacitated for Officers, and Officers be better fitted for higher Posts.

WHAT remains, is only to speak a Word to the Performance, and the Capacity of the Persons who were the Authors.

THE Book was written originally in *French*, and was the Practice of the ablest Generals; but the Art of War being then but (as it were) in its Infancy, their several Errors, Imperfections, and Omissions, have been corrected, amended, and now rendered perfect, by several Gentlemen who served during the late War in *Flanders*, &c. at which Time this *Art* may be justly said to be brought to Perfection by the Conduct, Wisdom, and long Experience of that great and consummate General, the late Duke of MARLBOROUGH; whose Ability was such, that her late Majesty Queen
ANNE

ANNE did not only think fit to make him her *Captain-General*, but, through Her kind Recommendation, all Her Allies unanimously consented to confer upon him the like great Post of Honour and Authority. How far he discharged the Trust reposed in him, and manifested his Conduct and Experience, let the Trophies in *Westminster* and *Guild-Hall*, &c. the Annual Defeats of the *French* Armies, and their many Towns and Cities, taken before their Faces, be *His* Testimony.

IN this little Treatise, you have the Duties of the Horse, from a private Trooper to a Colonel; the Duties of the Foot, from a private Sentinel to the Commander of a Regiment; the Duties of a Soldier in general, as being neither confined to Horse or Foot; and you have also the Rules and Practice of War, and the Duties of Generals, for Fighting, Besieging, Marching, &c. And to compleat the Whole, you have the Exercise of the Horse and Dragoons, as now practised among all his Majesty's Troops; and the Exercise of the Foot, with the Explanation of, and the Number of Motions to be used at every Word of Command: The Nature of Incampment, Orders to be observed in all Garrisons, the Method of Forming the *Hollow-Square*, and many other Things, too tedious to be recited, and which were never made publick before: And to Crown all, the Orders of his late Majesty King WILLIAM the Third, when Prince of *Orange*, to be observed in all Guards and Garrisons, are here inserted, which are not to be found elsewhere. T H E

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THE



THE
New ART of WAR, &c.

Of a TROOP, and first of the

Lieutenant.

TH E Subaltern Officers of every Troop ought to understand the Duties of their Posts, and be well skilled in *Martial Discipline*; especially the *Lieutenant* and the *Quartermaster*. And as the Care of the Troop generally depends upon the former, he ought to be a Person trained up in the Cavalry, and well experienced in that Part of the *Military Art*. He is to have a Personal Knowledge of every Trooper, and, on occasion, to call him readily by his Name; and his Behaviour should be regular, that his Example may be worthy of Imitation. Let him first reprove, and then proceed to Punishment, if the Offender contemn his Admonition; but if he shall continue obstinate, stubborn and contumacious, then Rigour and a

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severer Punishment must be used : By this Method he will obtain the Love and Esteem of the Troop in general, and the Offending Part will stand in awe of him.

A *Lieutenant* is to observe diligently, the Condition of every *Trooper's* Horse and Arms, and to reprimand those who neglect either : And when they are upon a March, his Post is in the Rear of the Troop, if single, in order to take Care that no Men quit their Ranks, but follow their File Leaders. When they engage the Enemy, as by Squadron, which consists of Three Troops, his Post then is on the Right or Left, according to the Seniority of his Commission.

When the *Captain* is commanded upon the Grand Guard, or any other Guard, as soon as he comes to his Post, the *Lieutenant* having drawn up the Troop or Command, shall continue at the Head of it on Horseback, while the *Captain* receives Orders, and goes with the *Quarter-Master* to place the *Vedettes*, or Out-posts, on Horseback, and to view their Posts, and instruct them how they are to behave themselves till the *Captain* returns to give the other necessary Orders for his Guard.

Of the Cornet, Quarter-Master, and Corporals.

A *Cornet* should be a Man of Probity and Ability, and his Duty consists principally in carrying the Standard upon a Review, or other publick Appearance, or to bear it on the Day of Battle, and in an Engagement to defend it ; to salute the Prince, and in his Absence, the General, and his Post



Post is in the Centre of the Squadron, about half a Horse's Length behind the Field-Officer. He is to behave himself with becoming Submission to his superior Officers, to be courteous and friendly, and to live in Amity with the *Quarter-Master*: To be obliging to the *Corporals*, but not too familiar, and to endeavour to obtain the Love and Esteem of the *Troopers*, and use his good Offices to compose any Differences which shall arise between them. But if these gentle Means will not prevail, he is to represent the Matter impartially to the *Captain* or *Lieutenant*, that by their timely Authority they may prevent the evil Consequences of Quarrels in a Troop.

As the Oeconomy of the Subsistence and Service of the Troop depends upon the *Quarter-Master*, he ought to be a Man of good Parts, Activity and Experience, a Man of Temperance and Sobriety. He should understand Writing and Arithmetick, whereby he may be qualified to keep the Accounts of the Troop, and to account with them for their Pay, or for any Share of Booty taken from the Enemy. He is to receive Orders and the *Word*, which he should commit to Writing, and then to carry them to his Officers.

He ought to view often the Troopers Horses, and take Care that they be well fed, dressed, shod and accoutred, and to see that their Arms be clean, and to have such re-fitted as are out of Order. He is to maintain Peace and Amity among the Troopers, to reprimand them according to their demerit, and if his Reprimands have not the desired Effect, then he is to make his Complaint to the *Captain*, or the superior Officer then present: He should be kind, and do all the good Offices he can to those who deserve well.

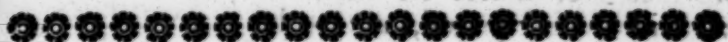
UPON a March he is to receive Orders from the *Captain*, to go before and provide Quarters for the

whole Troop, and, for better dispatch, may, with the *Captain's* Leave, take one or two Troopers with him. He is to shew his Orders to the Magistrate, and acquaint him with the *Captain's* and other Officers Retinue, and to view their Quarters, that they may have no Cause to complain. The Quarters being timely provided, he shall mount and meet the Troop as it draws near, and if the Billets be delivered to him, he is to conduct the *Captain* and the Troop to his Quarters: But if the Magistrate will see the Effective Men before he delivers the Billets, then he shall lead the *Captain* and the Troop to the Town-Hall, or some other publick Place, and having received the Billets, shall wait on the *Captain* to his Quarters, and drawing up the Troop in one single Rank, cause the Billets to be drawn out of his Hat, and admonish the Troopers to be civil to their Landlords: He is to keep an exact List of the Quarters, that he may visit their Houses, and if any of them have received any Damage, he is to take care to have them speedily cured.

WHEN the Trumpet sounds to Horse, he ought to mount first and hasten the Troopers, and repair to the *Captain's* Quarters; he is to reprimand, and punish upon frequent Default, those who come late. Upon a March, his Post is upon the Flank of the Troop or Squadron, and he is to ride from the Front to the Rear, and from the Rear to the Front, to view the Ranks, and make them keep their due Distance. In time of Action he is to be upon the Flank, with his Sword drawn, to prevent the Men from falling into Disorder, and to kill the first who shall offer to fly.

Corporals should be every Way as well qualified as the *Quarter-Master*, because in his Absence the Eldest of them, that is present, must act for him, and sometimes assist him: And if the Troop be divided

divided into Squads, Detachments upon Occasion will be more readily made without Confusion, and every *Corporal* is to keep a List of his Squad.



Of Troopers, how they are to be Mounted, Armed and Equipped: The Manner of training a Troop, and keeping it well Disciplined.

SUCH Men are to be chosen as are bold and resolute, strong and healthy, of a daring and sprightly Temper, ambitious of Honour, not corpulent, and fearful of nothing but Shame and Disgrace. Men inured to all sorts of Fatigue, are to be preferred before those who are brought up in Ease and Softness, and their Age ought not to exceed Thirty Five Years, except they have been bred up in the Army, nor to be under Eighteen. They should be eager to improve that they may be advanced, and willing to obey. They should be well mounted upon young, strong and sound Horses, and armed with good Pistoles, Carbines, and good broad-cutting Swords. Their other Accoutrements are so well known, that no mention need be made of them.

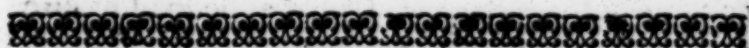
DISCIPLINE is the Life of War, and this kind of Education improves the Seeds of Bravery which is naturally implanted in every Man: Obedience, Bravery and Resolution are the three principal Qualities with which every Trooper and Soldier should be endowed. They are to be instructed in the Use of their Horse and Arms, to march orderly in their Ranks, and to execute such Orders as they receive. Their Arms are to be kept clean and well fixed,

and the least Defect rectified ; and you may discern a good Trooper by the Care he will take of his Horse, when he comes off a Fatigue, before he provides Necessaries for himself. The Troop, if raw and undisciplined, are to be exercised every other Day, that they may know how to use their Arms dexterously, and march orderly. Old Troopers are to be placed upon the Right and Left, and when they are drawn out let them march gently, and file off by Four and Four, then continue the March, and let them file off by Two and Two, then double and march again by Fours, and at last, still marching to form the Squadron again. Another Day they may be taught to march upon a Trot, and in close Order, and in that Manner to file off by Fours and Twos, and then again to form the Squadron all upon a Trot. Another Day they may be taught to wheel to the Right and to the Left, and About, with some Firings, in order to inure their Horses to stand fire. Being thus exercised at convenient Times, the Troopers will become dexterous and ready, and be in a good Condition to do Honour and Service to their Commander. Gluttony, Voluptuousness and Debauchery, which enervate Men, and make them subject to quarrel, are to be avoided ; for it has been experienced, that Martial Men lose their Mettle and Courage, when they addict themselves to Pleasure and Venerly. Troopers are not to leave their Standard without Orders, nor to boast of their Valour too much ; for true Valour consists in Action and not in Words. They who signalize themselves in the Discharge of their Duty, are to be rewarded, and publickly commended, as an Inducement to others to follow their Example. Lastly, an able Surgeon and a skilful Farrier are to be provided for the Troop's Service.

The Qualities and Duties of a Captain.

EVERY Captain should be endued with a great and generous Soul, be an upright Man, Temperate in every Point, abhorring Vice, and preferring his Honour above all Things, Life not excepted. He must be Ready and Expert, Discreet and Prudent, Active and Cautious: Willing and Diligent in Executing such Orders as he shall receive from his Superiors, without murmuring or repining, though it be at Midnight or in bad Weather, or though Difficulty or Danger attend the Execution of his Orders. Yet upon his Return he has a Right to complain if any Injury has been done to him, even though it be only a Fatigue put upon him out of his Turn, except there be an absolute Necessity. He is not to make a Party upon Command to wait for him, but his Readiness should be a Pattern for the Troop. I should have mentioned, that when he first appears at the Head of his Troop, he is to salute the Subalterns, and having produced his Commission, assure them of his Friendship, and then invite them to his Quarters: The like Assurance may afterwards be given to all the Troopers upon their good Behaviour, whose Horses and Accoutrements he is to view carefully; he should consult with the *Lieutenant* and *Quarter-Master* about filling up the Vacancies in his Troop, in remounting such as want Horses, and doing whatever else is necessary. He must know all the Troopers by their Names, that he may call any of them to give them his Orders; for should he neglect to know them, they may look upon it as a Contempt and Slight in him.

him. He is not to be guilty of Extortion upon any Account, neither is he to detain in his Hands the Troopers pay, lest by such Practices he occasions them to Desert or Pilfer, which Crimes are not to go unpunished. A *Captain* is to refrain from Gaming, lest, after he has unhappily lost all that may properly be called his own, he may be unwarily drawn in to lose the Pay of his Troop, the Consequence of which will be the Loss of his Honour. The same Method is to be observed among the Dragoons, that is observed among the Horse, fighting a Foot only excepted.



Of a Captain's Equipage, and of the Camp or Grand Guard.

IT is necessary that he chuses a Trumpeter, who understands how to sound well, and particularly one who has been trained up in the War, and in whom he can confide. A Man thus qualified, when sent to the Enemies Camp, or any of their Garrisons, may give an Account how the Enemy is posted, the Nature of their Intrenchments, Ditches, Outworks, and of their Guards and the Avenues to their Camp : Whereas a young and raw Trumpeter cannot form a Judgment of those Matters, and what is worse, he may be seduced to discover Things of Moment to the Enemy which pass in his own Camp or Garrison. A *Captain* ought to keep a competent Number of good Horses, and be curious in his Fire-Arms both for Himself and Servants, and take care that they be kept in good Order. The Tent and Tent Equipage of a *Captain* are sufficiently known, and need no Description ; but let him not forget

forget to be obliging to his *Lieutenant* in particular, and to his *Cornet*, as also to the whole Troop. I will now speak of the most important Duties of a *Captain*, whether in the Field or in Garrison; and those of the greatest Consequence in the Field are the Camp or Grand Guard, going out upon Parties to get Intelligence of the Enemy, laying Ambushes and beating up Quarters: And first of the Camp or Grand Guard.

To post *Corps de Garde* or *Vedettes* is one of the main Things which secures the Camp or Quarters, and this is generally the Duty of the General of the Day, or Quarter-Master-General, then to the Majors of Brigades, who gives their Orders to the commanding Officer of each Guard, who when the *Captain* or commanding Officer comes to the Guard, he causes the Troop or Squadron to halt, and taking the *Quarter-Master* with him, goes to visit the Posts of the *Vedettes*, whom he relieves with others. The *Captain* is to be informed of every particular, and to receive Orders from the *Captain* or other Officer relieved, and while he goes to Post the *Vedettes*, his *Lieutenant* is to continue on Horseback at the Head of the Squadron till he returns. Two *Vedettes* should be posted in one and the same Post, especially upon an important Guard, to the end that one of them may go with Speed to give Notice to the *Corps de Garde* when they have stopt any Body, and the other to stand first in his Post. If they perceive any Body coming towards them, one of them is to retire Twenty or Thirty Paces from the other towards the *Corps de Garde*, to the End that if the other *Vedette* shall be driven back, he may have Time to come full speed to give Notice to the Guard, firing his Carbine or Pistol to give the Alarm. The *Captain* must also charge them to give Notice if they see any Fire in the Night, or any Smoke or Dust in the Day, or any Shot, or sound

found of Trumpet, or beat of Drum, that Discoverers may be immediately sent to get Information of what has been seen. He is also to Post a small Guard of Ten or Twelve Men, or more if he can spare them, between the *Vedettes* and the main Guard to secure any Avenues, Ford, Bridge, Defilee, or top of a Hill, and this small Guard is to be commanded by a *Quarter-Master*, who is to relieve the *Vedettes* every two Hours, and visit them from Time to Time. The *Quarter-Master* is also to go with a Guard to see such Persons as have been stopped by the *Vedettes*, causing one of them to advance, (if in the Night) who has the *Sign*, which he shall give close in his Ear, holding the Point of his Sword close to the Breast of him, who gives the *Sign*, that he may know whether they are Friends or Enemies. As soon as the *Quarter-Master* receives Advice from the *Vedettes*, he is to send a Trooper to the *Captain* to let him know that he is going to view such Persons as the *Vedettes* have stopped, that the *Captain* may have Time to make his Men mount, and be out of danger of a Surprise. The *Captain* is to cause the first and last Rank of the Squadron to dismount, that the Men and Horses may rest, and the Horses feed for two Hours; after which they shall mount again and fall into Order, and the next Rank shall take two Hours Rest, and so the Third in their Turns, and they who are on Horseback must not Sleep.

For the greater Security of the Guard, the *Captain* is to send out Discoverers to scour the Country on all Sides, which he must not omit, because the Camp or Quarter relies upon his Guard. He must never think himself too secure, lest the Enemy coming very strong and unexpected, may drive away the *Vedettes*, surprise and drive away the little advanced Guard, and with him enter the Camp, and make themselves Masters of the Camp

or Quarters, for want of having the Alarm given Time enough to the Men to be under Arms, and ready to make Head against the Enemy. The *Captain* is to detach the best mounted and most judicious *Toopers* for Scouts or Discoveries to scour the Country, giving them a *Word* or *Sign*, whereby they may know one another, if they happen to meet; and they are to divide themselves by One and One, or Two and Two, as they find the Roads divided, marching very silent, and sometimes halting to hearken whether they hear any People, and to advance a League more or less, for the Security of the Guard, as they shall judge convenient: And if they hear or find the Enemy, to endeavour to learn their Number, and then to return to give the *Captain* Advice, that he may have Time to acquaint the General, and he to make his Men mount, and be in a Readiness on his Guard. But if they discover the Enemy far off, and cannot return time enough to the *Corps de Garde*, or if the Enemy shall march too fast upon them, then to strike out of the Way, and to set fire to some House or Place, where it may be seen by the *Vedettes* and *Corps de Garde*, and to amuse the Enemy: But if they cannot find any Thing at Hand to set Fire to, they must hasten to some other Place, where the Fire may be seen, or the Report of their Arms heard by the *Vedettes*, and they give Advice thereof to the *Captain*. In the mean Time that he sends to acquaint the General, he shall cause the *Quarter-Master* to advance with his small Guard to the *Vedettes*, or further, to observe the Enemy, if necessary, who is to make Head against them in some Desfilee to gain Time for the Men to mount, or be under Arms in the Camp or Quarters. But the *Captain* is not to stir from his Post, without positive Orders from the General, but to attack the Enemy with the Hazard of his Life.

If the *Captain* or other Officer commands all the Horse in the Quarter, he is then exempted from mounting the Guard in Person, that he may be ready to execute such Orders as he shall receive from the General, or to give necessary Orders if another Part of the Quarters should be attacked: In all other Cases he is to mount the Guard as often as it comes to his Turn. If he commands all the Cavalry in Quarters, then upon Advice of the Enemies march to attack him, he is to draw out all the Horse to some advantageous Ground without the Quarters, and the Troopers are to carry Provender with them for their Horses; but he must first have the Approbation of the General, who commands in the Quarters. But if the Alarm should happen on bad Ground, so that the Horse cannot do Service without suffering very much, then, with the Approbation of the General, the *Captain* shall cause the Troopers to keep together in Houses or Places under Cover, that they may the more easily join upon Occasion, and he is to go the Rounds, or to send some Body to see that the Men are awake and ready; and he must frequently send out to the *Corps de Garde* to get fresh Intelligence of what happens.



Of going out upon Parties to get Intelligence.

TO get Intelligence of the Enemy is one of the chiefest and most absolutely necessary Duties of a *Captain*; for upon this depends the Knowledge of what Place their Army is encamped in, and whether in one Body, or canton'd into several Quarters; of what Number they consist of, and what Distance from one another; when they march, and

and whether in one Body, or by Divisions, and to what Place; which may be of great Advantage to a General, either to be upon his Guard, to secure his Convoys, or to make sure of an advantageous Post, and enter the Enemy's Country, or to attack them upon their March in some Defilee, or surprise them in a disadvantageous Post, or to cut off their Convoys or Forragers, or to be in good Order to receive them, if they march by Day or Night, to surprise the Camp or Quarters.

A *Captain* is to have the General's Orders in Writing before he goes out to get Intelligence of the Enemy, that he may not be blamed for any Misfortune of War, or mistaken for a Robber, if he should happen to be taken Prisoner. He must get good Guides, by whose Conduct he may avoid falling in with the Enemy, and know how to retreat through By-ways, if pursued by those who are stronger than he. It would be proper that some of the Troop be acquainted with the Country in which lies the Seat of War; and he ought to send out some Men daily to accustom themselves to the Roads, Hamlets, Towns, Villages, &c. But if none of the Men under his Command can serve him in the Capacity of Guides, he must take up Peasants, and not suffer them to talk to one another, till he has examined them apart, and if they agree, then to cause them to march ten Paces before him, between two, or more, Troopers, who are to take care they do not escape, lest they give Intelligence to the Enemy. He is also to take care to be informed of a good Place to refresh his Men and Horses, and the Men are to carry Provender for their Horses, and Meat for themselves; and the Place of Refreshment should be in a Hollow-way or Valley, and advanced Centinels, placed in convenient Distances, before he unbridles. Besides, he is to detach Scouts two or three hundred Yards

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before him, to view the Defilees, Woods, Copfes, Dales, ruined Houfes, Hamlets and Villages, where any Party of the Enemy, or any Ambush may lie either to the Right, Left, or Strait forward. He that marches at the Head of these Scouts, must be a Man of Judgment, Vigilance and Bravery; and the Scouts be Brave, Trusty, well Armed and well Mounted. If the Men bring any Intelligence, he is to dispatch the same to the *Captain*, while he goes himself to be satisfied of the Truth, and the *Captain* is to halt till he receives more certain News, that he may act according to what he receives from the Commander of the Scouts, or to march gently on, or to gain some advantageous Post, where he may draw up his Men.

If a Commander has several Squadrons under his Command, he is to take care when he has passed a Bridge or Defilee, to stretch to the Right or Left in good Order, and halt till all that follow have passed, and to leave an *Aid de Camp*, or another Commission-Officer, who shall bring him Word as soon as the Rear have passed; and the rather, because the Rear may not Scatter or be in Disorder in a dark Night; and he is to charge the Men to keep profound Silence upon a March on Pain of the severest Punishment, and not to suffer them to Smoke, or have any Dogs with them. He must also leave one Trooper where the Road divides, to give Notice to the next Squadron that follows, and so from one to another, and then they are to return to their former Posts; and the Commander of the Scouts is to leave a Man to give Notice which Road he has taken.

As this Service is generally Night-Work, the *Captain* is to charge the Commander of the Scouts, if he happens to fall in with the Enemy, to charge them without any Deliberation; and in this Case the *Captain* shall detach as many Men as he thinks necessary

necessary to support the Scouts, under the Conduct of a resolute Commander, and he shall march presently after with all his Troops to attack the Enemy. But if it shall happen that the Commander of the Scouts judges the Enemy so strong, and in such good Order, that it is impossible to make them give Way, then he is to send an Account to the Commander in Chief, and advise him to retreat as soon as possible; and if he has been seen by the Enemy, he is then to skirmish with their Scouts or advanced Parties, in order to favour the General or Commander in Chief's Retreat: But if he has not been discovered by the Enemy, he is to acquaint him that he has not yet shewn himself, and desire his Orders whether to retire, or what else he ought to do. According to the Advice sent to him, the *Captain* may resolve what to do, sending Notice thereof to the Commander of the Scouts, by him who was sent with the Intelligence, and he is to retire the same Way he came, that he may draw the Enemy after him till he can find an Opportunity of giving them the slip, and so the Officer Commanding may retreat through By-ways.

If the Scouts perceive the Enemy at a Distance, marching with much Noise, they must presently acquaint the *Captain*, who is to consult the General's Orders, and conclude to get out of the Way, and observe the Enemy in what Order they march, and to fall upon their Rear, if Opportunity offers: But if he finds they are too strong, he may let them pass, without shewing himself, and march on, or retire, as he is directed in his Orders. If the Commander of the Scouts perceives that the Enemy do not march towards him, he shall let the *Captain* know it, who is to detach Two or Three judicious and trusty Scouts, who shall cautiously view the Enemy, without being discovered, and report their Strength or Condition to the *Captain*, who shall

take Measures accordingly. If a fresh Track of the Enemy be discovered, then the *Captain* may judge whether it be proper to follow them, and fall upon their Rear, or send some Troopers, who can speak the Language of the Country, to some neighbouring House or Village, pretending to be the Enemy's Party, having the Enemy's *Sign* on their Hats, to get Intelligence of their Number, how long they have been gone, and which Way they took. If the Enemy march towards him, and are much stronger than he, then he must face about, and return the Way he came upon a large Trot, and hold on his Way till he can slip aside, and gain Ground without leaving a Track for the Enemy to discover which Way he is gone; and by changing his Course through some thick Wood, Covert, Garden, or marching through a River Two or Three Hundred Yards, deceive the Enemy, and secure his Retreat. But if they are so close that he cannot shun them, then to retreat in good Order, he is to send out Detachments of Fifteen, Twenty or Thirty Men, more or less, under a resolute Commander, to skirmish with the Enemy, that so he may gain Ground and get off. But if he cannot avoid them, he then is to encourage his Men, putting them in Mind of their Honour and Duty, and desire them to follow his Example, being resolved to sell his Life as dear as he can: And when he has thus encouraged them, he must take the most advantageous Post he can get, to receive the Enemy in good Order, and there do his utmost.

If the *Captain* perceives, or is informed, that the Enemy are marching to attack or surprise the Quarters he set out from, and cannot give speedy Notice of it, then he is to set fire to some House or Place, that the Fire may be seen from the Quarters, and they have Time to be upon their Guard. But if he cannot find any Place to set Fire to, he

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is to detach an inferior Officer, with Two or Three Troopers, to the Quarters, upon a full speed, to carry Intelligence, with Orders, if requisite, to fire their Carbines or Pistols as soon as they come near enough to be heard, provided that so speedy an Alarm be necessary, and in the mean Time the *Captain* shall act pursuant to his Orders. But if he perceives the Enemy to march another Way, he must follow upon the Right or Left, as he shall judge convenient, to prevent being discovered, and to retire, if need be, or endeavour to take some Prisoners by falling upon their Rear, or those who straggle to plunder Houses; but he must principally take care to march at such a Distance, and with such Precaution as not to be intercepted or surprized.

But if he finds the Enemy encamped, he must not come near it till Night, and either take some of their Scouts, or surprise some advanced *Vedette*, and to search Houses, Farms, or Chapels, where Straglers or Morauers generally take Shelter, whom he shall carry with him. But when he shall come near the Camp, and perceive the Enemy to sound to Saddle, or to Horse, and perceive the Camp in Motion or Order to march, he shall detach Five or Six Troopers under a good Commander, to carry Advice thereof to his own Camp; and when he has observed which Way they move, he may carry the News himself.

WHEN he has got Intelligence of the Enemy, or taken Prisoners, and is forced to retreat, and fears to be pursued, he must then send Ten or Twelve of the best mounted Troopers, or more if he can spare them, with a Trumpet, under the Command of an Officer, with Orders to hasten half a League on the Way he is to retire, and to conceal themselves in some Place fit for Ambush, and make a great Noise when the Enemy are near enough to hear them, that they may be jealous of some great Ambush.

By this Means the *Captain* may retreat; and the detached Troopers make the best of their Way, skirmishing now and then with the Enemy, and then retire by a different Road from that which the *Captain* took; and when they have drawn the Enemy a great way, then give them the slip as fast as they can, either severally or all together. It must be observed, that if the *Captain* be informed, before he sets out from his Quarters, that he cannot retreat by any other Way than by which he came, then he ought to take some Foot, and cause his Troopers to carry them, either to leave them, and some of his Troopers if he can spare them, in an Ambush, or at some Bridge, or Defilee, to favour his Retreat. And it is further to be observed, that the *Captain* is not lightly to give Credit to every Thing his Scouts report, especially in Matters of Moment, but he is to see how Matters are, if possible, lest he miscarries by not being punctual in obeying his Orders: And these are the Occasions in which a *Captain* particularly shews his Experience, his Valour and Conduct.



Of AMBUSHES.

AMBUSHES are either between two of the Enemy's Quarters, between which there is a Communication, or between their Camp and some Town of theirs, from whence they bring Convoys or Provisions, or with which they have a constant Intercourse. Ambushes are also laid when the two Armies are encamped near one another, to surprise Forragers, and such as go abroad to Pillage; or else about some of the Enemy's Garrisons, to take

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Booty and Prisoners, and in many other Places upon
 several Occasions. The Success of an Ambush de-
 pends chiefly in not having it discovered during the
 March, and therefore the Commander ought to
 march by Night, and to send out Scouts before him
 on the Right and Left, to discover if the Enemy
 is not in an Ambush on his Way. If the *Caprain*
 has a long March, he must pass by Night through
 such Places as are inhabited, if there be not any
 other Road, or shun them either by Night or Day
 as much as he can, lest he be seen or heard by the
 Enemies Spies; and he must so forecast his March,
 as to come to the Post, where he is to lay his Am-
 bush, an Hour before Day, that he may have Time
 to dispose his Men before it be Light; and he is to
 keep one or two hundred Yards distance from the
 Post, that he may have it well viewed before he
 goes into it, and also the Places about narrowly
 searched, and he is to remain on Horseback with
 his Men in good Order till Break of Day, posting
 advanced *Vedettes*, and continually sending out
 Scouts on all Hands lest the Enemy, having Intel-
 ligence, come and surprise him, and he not have
 Time to make his Men mount, or draw them out
 in good Order. Being well assured of the Post he
 has chosen, he must place himself under Covert as
 soon as it is Day, and dispose his Men at a conve-
 nient Distance, to avoid Confusion when they are to
 rush out upon the Enemy. He must post *Vedettes*,
 or advanced Centinels, on all Hands under Covert,
 so that they may not be perceived, or make some
 to get up into Trees, to discover any People that
 come at a Distance; and by observing these Rules
 he may make his Ambush successful, and do good
 Service. If the *Caprain* be posted near a Garrison,
 and is sure that the Enemy's Horse are inferior to
 the Party he has with him, then he may detach
 Fifteen or Twenty Men, more or less, according to
 his

his Strength, with Orders to go up to the very Gates of the Town, and to drive away all Men and Cattle, and by that Means draw out the Cavalry into the Ambush. As the Occasions and Opportunities of laying Ambushes are various, the *Captain* must proceed accordingly, sometimes with more, and sometimes with a less Number of Men ; sometimes with Foot, and sometimes with Horse : And therefore in these Enterprizes the *Captain* must use all his Judgment, Industry and Experience, to compass his Design, and prevent being surpris'd ; and the rather, because in all Martial Expeditions every Man assumes to himself the Honour of the Success, and the Misfortune of a Defeat is always imputed to one Man.



Of Beating up Quarters.

THIS Duty requires the most Circumspection, because the Honour, the Profit, and the hazard of ruining the *Captain's* Reputation, the Loss of his own and all his Mens Lives, depend upon it : And because the Success of the Enterprize depends upon the most consummate Experience, Judgment, and Resolution, few Commanders are ambitious of such an Undertaking, which is reckoned the most difficult in War. He that will undertake to surprise the Enemy's Quarters, must be fully and truly informed by trusty Spies of the Nature of the Quarters in every Circumstance, particularly how their *Vedettes* and *Corps de Garde* are posted ; whether the Enemy be barrocaded ; whether there are any Morasses, or other Obstructions, to prevent his Access ; where their Parade or Place of Arms lies ; whether

whether the Quarters be divided by a Brook, Rivulet, or any Thing else ; and principally what sort of Troops are in the Quarters, and in what Condition they are, and whether the Commander be a Man of Experience, Vigilance, Caution and Resolution, or the reverse: And according to his Information he is to take proper Measures to succeed.

HAVING prepared all Things, he is to march so diligently, as to come upon the Enemy an Hour before Day: He must send his Scouts before him to make sure of good Guides, and use all the Precautions that were mentioned under the foregoing general Head, lest instead of surprising the Enemy, he be surprised by them, who might have had Information of his Design. He must therefore prudently weigh all Accidents that may happen ; and to facilitate his Retreat, must post a Number of Horse, and even some Foot about half way, or elsewhere, to secure some Pass or advantageous Ground.

Now let us suppose that a Commander goes with Three Hundred Men to surprise Six Hundred of the Enemy in their Quarters, he must distribute his Men after this manner: When he comes near the Quarters, he shall divide them into Five Squadrons of Sixty Horse each, and one of these Squadrons shall be subdivided into Three or Four small Parties of Fifteen or Twenty Men each, under good Officers, giving to each of them one or two Trumpets, that when he falls upon that Part of the Quarters where he designs to enter, those small Parties may make a great Noise with their Trumpets, and alarm all Sides, some on the Right and others on the Left, and others at the Posts that are strongest and best guarded, to the End the Enemy may believe the Assailants are very numerous, and stronger than themselves, or to prevent their getting out and putting themselves into a Posture of Defence: And these small Parties must be forbid to enter the Quarters,

Quarters, but must keep up the Avenues, and others scour about the Quarters, and to kill all the Enemy that shall endeavour to escape, or to rally till they shall be countermanded. The Commander having disposed his Men in Order, and given them a *Sign*, as a green Bough in their Hats, that they may know one another, then he shall order the small Parties to march up to the Flank of the Quarters without any Noise, and at the same Time he shall march with the Four Squadrons in good Order, and with profound Silence, without Scouts; and as soon as he perceives that the *Vedettes* have discovered him, he must order the first Squadron to push forwards, the other Three following close at his Heels in good Order, and endeavour, if possible, to be up with the *Corps de Garde* as soon as the *Vedettes*, and rush altogether into the Quarters. As soon as they have got in, he shall cause one Squadron to take Possession of the Place of Arms, and at the same Time send the others quite through to the End of the Quarters, and to scour all Parts of them, with Orders to kill and not take any Prisoners, except they meet with the Commandant. When he has thus prevented the Enemy from making Head against him, he shall cause as many of his Men to dismount as he shall think fit, and go into the Houses to take Prisoners and Horses, and to set fire to such Houses as shall refuse to give them Admittance; and he shall order others to scout about the Quarters to prevent the Enemy from rallying, while the small Parties shall keep without the Quarters, observing their Orders punctually. But if the Commander shall be informed that the Enemy keep a strict Guard in the Night, and have Scouts and Parties abroad in the Country, then he may succeed better at Noon, if he can come near to the Quarters under the Shelter of a Wood or Hollow-way.

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THERE is an other way of surprizing the Enemy in their Quarters, which is thus : When the Enemy dislodge, and the Commander has received Intelligence of the Quarters they remove to, he must forcecast to come up with them in a very little Time after they come to their Quarters about Night-fall, when he may with ease surprize them, being in Disorder, and many of them perhaps gone a Foraging, not finding enough in the Quarters. But the Commander must take care that he acquaint no Body with his Design, but give out that he is going upon another Enterprize ; and he should march a League, more or less, the wrong Way, and then turn short to the Right or Left, towards the Quarters he designs to beat up, keeping on one Side of the Enemy. He ought also to take a good Number of Servants with him, that when he is Master of the Quarters, they may take Prisoners and Horses, and set fire to such Houses where Resistance is made, that he may not employ many of his Troopers in this Service, and in conducting and securing the Prisoners, Horses and Booty, but may retreat in good Order.



The Duty of a Captain of Horse, when in Garrison, in a Frontier Town, and of the Guard of Horse in a Frontier Place.

WHEN a Captain is in Garrison, and has more Troops there than his own, and he commands them all, he cannot march out with all the Cavalry, or any part of it, without the Governor's Knowledge and Approbation ; neither can the

the Governour dispose of them without acquainting the Commandant, and obtaining his Consent. But if the *Captain* be in Garrison in a Frontier Town, where there is no Governour, and the Mayor, or other Civil Magistrates of the Town, have the Keys of the Gates, and give out Orders, which they scarce ever do, but yet it may so happen, then the *Captain* Commandant may dispose of the Horse, without acquainting the said Magistrates.

THE Commander is always to keep one or two Troopers at the Governour's *Corps de Garde*, or at the Place of Arms, relieving them from Time to Time, that they may bring him News when the Enemy approachs, or of an Alarm, and to bring the Governour's Orders to him. Besides, he shall keep a constant Guard of Twenty or Twenty Five Men in the midst, or near the Gate that is next to the Enemy, who being always ready to mount, may sally out, if the Enemy appears or sends a small Party near the Gates to take Prisoners, or drive away Cattle, which is often done to draw out the Cavalry into an Ambush. And if the Place may be taken by Escalade, or otherwise, the *Captain* shall cause this Guard, or part of it, to be kept all Night without the Gate next to the Enemy, yet under Shelter of the Half-Moon, or Barrier that covers the Gate, and shall order them to scout abroad all Night by Two and Two, or Four and Four, in their Turns, on all the Avenues, by which the Enemy may come to surprize the Place. It is also necessary that these Troopers, before the Gate is opened, do go and view all Places about it for a Mile, or further, to see that the Enemy do not lie in Ambush to surprize such as go out, or come into the Town.

What a Commander is to do upon an Alarm, during the Day, in a Frontier Town.

THE Captain, who commands the Horse in the Place, must take care to be well served by his Spies, that he may know every Day whether the Enemy be Abroad, and of what Numbers they consist; judiciously considering which way their Garrisons lie, what Ways they can come, and what Forces they can bring together; and above all, he must weigh the Experience of the Officers, whom he is to act against, that he may never be out-witted by them. When he hears the Alarm, or is informed that the Enemy appear, he shall immediately mount on Horseback, and causing all the Men to mount, march out to meet the Enemy; and if there are any Ditches or Hedges, or Hollow-ways, he shall ask the Governour, or Town-Major, for some Foot, with an Officer, to post them in some advanced Posts to support his Men, and secure his Retreat in case of Need; and he is to detach a Number of his Horse, equal with those of the Enemy, to charge them under a good Officer, with Orders not to advance so far as that the Enemy may enclose them; and then he shall draw up his Men, and place his Foot to the best Advantage, and not engage so far as that the Enemy may enclose, or cut him and his Men off. But if he sees that the Enemy do drive back his detached Party, and charge them in the Rear, then he shall detach as many as he thinks proper to support them.

What a Commander is to do when in Garrison on the Frontiers, during the Campaign.

IF he observes that the Enemy have another Frontier Garrison, stronger in Horse than his, he may make Advantage by Ambushes, and sudden ExcurSIONS ; especially, if in the beginning he gathers some Auxiliary Troops from neighbouring Garrisons of his own Party, sufficient to defeat the Enemy if they should come against him ; and he must appoint those Troops to rendezvous at a Place, so well described, that they may join him punctually at the Hour appointed : Having done this, he may with more Safety venture out with his own Garrison, and the Enemy will not easily fall out upon him, for fear he has still the same Force. If he receives Intelligence that the Enemy are going to lie in Ambush to fall upon a Convoy ; if he is not commanded to secure the Convoy, then he may march by Night, and being come to the Place where he is to lie for them, if it be near a Wood, shall cause it to be searched ; and being satisfied that no Body is in it, shall draw up his Men at due Distances along the side of the Wood, facing the Way the Enemy is to march. He must keep his Men mounted, and post *Vedettes*, with Orders to retire undiscovered, and without Noise, when they see or hear the Enemy coming : But if they are surprised by the Enemy's advanced Parties, then to move toward them, fire upon them, and run away at least an hundred Paces from the Squadrons, passing

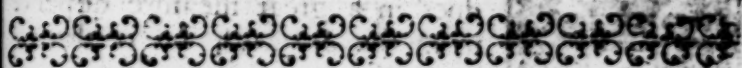
passing beyond them, that the Enemy's Scouts may pursue them, and the whole Body following the Scouts, the Commander may fall upon their Flank, as they pass by him, or charge them in the Rear: Besides, he is to send out Scouts, who are to behave like the *Vedettes*; but in case they can view the Enemy undiscovered, they are to come back as fast as may be, without Noise, and acquaint the *Captain* with what they have seen: And that no unlucky Accident may happen when the Scouts return and pass by the *Vedettes*, the *Captain* must give them both a Night-Signal, by which they may be known at a Distance. If the *Captain* upon a March, or when he is come to his Post, hears a Noise in some neighbouring Village, he shall detach Four or Six ingenious Troopers under a Corporal, with Orders to ride round the Village, without making a Noise, to discover the Track of the Enemy, or know the Occasion of the Noise; and Two or Three of them alight, and walk softly into the Village to listen whether the Enemy have not put in there to refresh, or on some other Account, and to give Intelligence to the Commander.

Of Spies; and how the Commander is to behave according to the Intelligence they bring.

TO pry into the Enemy's Designs, which is a Matter of the greatest Importance, it is absolutely necessary to have good and faithful Spies, who are to be allured by Money; and the best of this kind which a Commander can have, are some of his own Men, who pretending to desert, may

get to be entertained among the Enemy's Hosts: it will be necessary to have some of these in several Regiments, and in several Garrisons, yet so that they shall not know each other's Design; and it must be previously concerted to what Place they are to carry their Letters of Advice, or to leave them under some Stone, at the foot of a Tree, near some Cross, or other remarkable Place. But of Matters of great Importance, as to surprize a Town or Quarters, or the like, they are to bring the Advice themselves. The Commander may also make use of some Soldiers, drest like Peasants, who can speak the Language of the Country, or of the Enemy, who may go into their Camp or Quarters, and view their Posts, and all Particulars relating to them, and learn what they are doing, and bring Intelligence to the Commander. Peasants also may be employed, because they have Liberty of going where they please: But it must be his principal Care to have some Spies, who can insinuate themselves into the General's Quarters, or Governours of Towns, that they may the better understand or guess at the Enemy's Design. He may also use double Spies, but then they must be Men of tried Fidelity; and to gain Credit among the Enemy's Generals, must sometimes give them true Intelligence of the Motions of the other Party; but this must be in Matters of small Consequence, and at such a Time as the Enemy can make no Advantage of them. The Commander must also be very cautious of the Enemy's double Spies; and when he resolves to march out upon their Intelligence, if he is not assured of their Fidelity, shall cause them to be detained under Pretence of rewarding and striking much of them, and take care that they do not escape, yet so that they may not suspect that they are mistrusted. If the Advice they have brought proves true, he may reward them bountifully

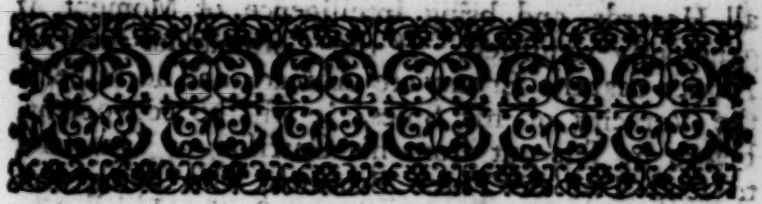
fully at his return, that they may continue to do him faithful Services, who will expose themselves to all Hazards, and bring Intelligence of Moment, if generously requitted. If the Commander receives Advice that the Enemy are Abroad, and he suspects the Veracity of his Spies, it will be convenient, before he sets out from his Garrison or Quarters, to send Two or Three Footmen, who being well acquainted with the Country, shall advance an Hour's March before him, as far as some Defilee, or some other place he shall appoint them, where he may suspect the Enemy to lie in Ambush for him, and have sent him false Intelligence. This Precaution is principally to be used when the Country is close, or the Ways narrow, so that the Men cannot march without Filing off; and the Commander shall appoint a Place where the Footmen may meet him when they return. Before he marches, he is to charge all his Men to take great care of their Arms, and see that they are in good Order, and fit for Service.



Of Remounting the TROOP.

WHEN a *Captain* comes into Winter Quarters, he must take care to sell the battered Horses, and to buy good ones as soon as possible, and to remount such Troopers as have lost their Horses; so that during the Winter their Horses may be trained up, and inured to Fatigue, otherwise they will be of little or no Service.

The End of the Duties of Horse Officers.



The DUTIES of all the Officers of the Foot.

The Duty of a Serjeant, and how he is to behave himself.



AS the Oeconomy of a Company does in a great measure depend upon the *Serjeant*, he ought to be Discreet, Sober, Judicious, faithful to his *Prince* and *Captain*, and brave even to Undauntedness ; absolute, but not cruel ; courteous and loving, but not too familiar. He should be perfect in the Exercise of the Fire-Lock, and the usual Evolutions, that he may instruct raw and ignorant Soldiers, and make them Honour and Respect him : And he is to see that the Word of Command, when given to the Battalion, be punctually obeyed. He must understand how to make a good Lodgment and Empaulment, and to carry on a Sape as directed ; and he must never swerve from Truth, especially when sent to view or measure any Thing ; and on him often depends the Honour

of

of the Regiment: For, as it is usual to detach a *Serjeant* with a small Number of Men, to fall on before a greater Detachment that is to follow; to advance a Lodgment, gain a Traverse, or Barricade, or to begin an Attack of any kind whatever, if he performs not his Duty, either through Cowardice or Ignorance, every Thing is presently in Disorder; and if this happens in the Trenches, it may retard the taking the Place a Day, and then if it should be relieved that Day, the whole Fault will be laid upon the Regiment then in the Trenches; and it will be long before it can wipe off a notable Blemish: And it were much better a Company had no *Serjeant*, than to have such as do not understand those great and essential Parts, already mentioned.

A *Serjeant* is to do his Duty well, and please his Captain and Officers well above all others; yet he must not displease other Persons, especially his Superiors. He must always offer to do some small Service, when there is Occasion; never talk to his Superiors but with Hat in Hand; for Pride and Haughtiness are always hated. He should talk little, be secret in all he is entrusted with, and never repeat what he hears said in contempt of, or to lessen another; not to do any Thing that is scandalous in publick; to be decently clad, not gaudy; be well shod, wear a good Sword, and a handsome Hat and Belt; to take special care of his Halbert, and avoid Drinking and Whoring: For People will say, *He is a good Soldier, 'tis true, but he is a Drunkard, a Whoremonger, a slovenly Fellow, and disgraces his Company.* A *Serjeant* is to be diligent and assiduous in his Duty, either upon a March or in Garrison, and see all his Soldiers quartered before he quarters himself: He must never fail to receive Orders, and carry them to his Officers; and agree with his Brother *Serjeants*. He is to
chuse

chuse a Favourite Soldier, in whom he can confide, and adjust all Differences that shall arise in the Company ; and to compel them to mend their Cloaths and Shoes, and oblige them too keep their Arms in good Order ; to keep Intelligence with the most tried Men, to discover whether any of the rest intend to desert : He must write, or learn so to do ; be true to his Religion, and give a good Example in all Things. He ought not to be fond of his own Opinion, but to ask Advice of the *Major*, or some other experienced Officer : Above all, never be quarrellsome, but when engaged be sure to come off with Honour, and rather die than do a base Thing.



The Duty of an Ensign, and how he ought to behave himself.

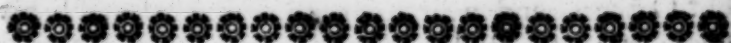
AN *Ensign* should be perfect in all the Duties of a Soldier, and understand *Arithmetick* as far as the *Extraction* of the *Square Root*, because it is the Basis of the *Art of War* : He should be expert in handling his Arms, that he may judge whether the Soldiers do it gracefully ; and he should teach, and cause them to be taught before him. He is not to be ignorant of any Thing that belongs to the Rank, Honours, Privileges, Service and Post due to his Employ : He is to keep a List of all the Men in the Company, and to know them so well, as to call them readily by their Names.

If an *Ensign* be a Man of Fortune, he is to keep a good Equipage, a good Table, and to treat his Brother *Ensigns* with Courtesy, and avoid Haughtiness, and to behave in like manner to the other Officers.

Officers of the Regiments. He is to visit his superior Officers with Respect, and not to sit down, or be covered, till desired. He is not to miss a Siege, or fail to go into the Trenches ; he is to listen to old Officers, and wait upon the *Generals* with his *Captain* ; to study *Fortification*, and *Geography*, and be conversant in *History* ; to be Modest and conceal it ; to talk little, and to be brave without Boasting : He must not be quarrelsome, or do a mean Action. Let him be generous to the *Serjeants* and *Soldiers* of his Company.

Most of the abovementioned Instructions will serve for an *Ensign*, who has no other Fortune than his Pay ; but let him take care not to borrow Money, or addict himself to Gaming ; and if it be desired to know any Thing of an advanced Post, to offer himself to go, and perform it with a Grace. He must think nothing hard, but make a Virtue of Necessity, and study to please his superior Officers. He must be frugal some Days in the Week, that he may be enabled to keep Company with his Officers, when they do him the Honour to ask him to drink a Bottle with them : “ And it would conduce much
 “ to the Credit of every Regiment, if the Officers
 “ would agree to observe the same Rule which was
 “ practised in one particular Regiment ; and was
 “ as follows : The *Lieutenant Colonel* considering
 “ how small was the Pay of the Subalterns, and
 “ that they were frequently obliged to go to Ale-
 “ houses and Cooks Shops, not being able to keep
 “ Company with the superior Officers, proposed
 “ that they should eat and drink together, and that
 “ the Expences might not fall heavy upon the Sub-
 “ alterns, every Officer should pay in Proportion to
 “ his daily Subsistence Money. This was unani-
 “ mously approved, and an *Ensign* and *Lieutenant*
 “ were thereby capacitated to keep Company at a
 “ Tavern

" Tavern with their superior Officers, and thereby
 " have an Opportunity to improve themselves in
 " many Respects.



*The Duty of a Lieutenant, with Instructions
 for his Behaviour.*

A *Lieutenant* ought to know the Duty of a Soldier to Perfection, and allowing him to have the Qualifications laid down for an *Ensign*, he is further to know how to discourse pertinently of the Methods of War ; as how to gain an Advantage in all Places and Exigencies ; of making a good Encampment ; of Intrenching in all sorts of Places ; of Cantoning without Noise or Confusion, because he commands the Company in the Absence of the *Captain* ; and it would be a dismal Thing if it should be left to one who does not know how to lead it. He is to know all the Articles of War, and all that concerns the Right, Honour, and Duty of his Post, to prevent Mistakes and Contests, which often retard the Service ; and that he may give his Opinion, upon due Information, in Councils of War, to which he may be called for want of *Captains* : For it is a miserable Thing, that when such Councils are called for trying guilty Soldiers, the Life of any Man should be exposed to the Fancy of one, who judges without any Knowledge of the Law or Constitution, whether right or wrong, and his Sentence is Definitive.

It is requisite that a *Lieutenant* be Modest, Courteous, talk little, and to the Purpose, and cloath'd according to his Ability. He must be always neat and clean, and chuse to suffer the
 Extremity

Extremity of Want rather than borrow Money. He must not Game, He must have good Arms, and keep them well ; and be cautious of giving his Opinion in any Matter whatever ; and let him not speak ill of any Man, though it be his Enemy. He must be active, and endeavour to oblige every Body, and not contend for the Upper-hand, or Precedence in indifferent Matters ; and yet not yield to any one, contrary to Reason, upon publick Ceremonies belonging to his Post. He must be very knowing in his Business, and even beyond it, if possible ; do his Duty with Vigilancy and Activity ; visit the superior Officers of the Regiment, and wait upon them to the *General*. He must know all the Soldiers of the Company, and hold Intelligence with some of them. Let him pay Respect to his own, and to the other *Captains* ; and take care that the Men keep their Arms clean, and mend their Shoes and Cloaths ; and to send the Sick to the Hospital, and take care that they are diligently attended : He must do Justice to all Men, and learn to perform the Duty of a *Captain*.



The Duty of a Captain, with Instructions for his Behaviour.

A *Captain* must understand perfectly the Duties of a *Lieutenant*, *Ensign*, and *Serjeant*, and when a Vacancy happens, he should give the Halberd to him that deserves it best, allowing to the eldest *Corporal* somewhat more than his bare Pay, lest he debauches the whole Company. A *Captain* should understand *Arithmetick* as far as the *Square Root* ;

Root; and if he knows not how to take the Dimensions of Inaccessible Bodies, or the Use of the Rule of Proportion, he must, at least, know the Lines of Defence, and how to gain a flanked Angle, to carry up a Trench to it, to make a good Logmear upon it, and to Flank it well; to order his Place of Arms and Batteries conveniently; to begin the Sape at the Foot of the Glacis, on the Edge of a Ditch; to make a Descent into a Place that is easy to be defended; to carry a Gallery cross a Ditch, after he has made a good Lodgment to support it, well empauled and flanked, so that the Enemy may not attack it without imminent Danger; and in fine, to know how to lodge himself in a Breach; for though there are Engineers, who are to order these Things, yet they are generally tedious, and many Eyes can see more than Two. Thus Conquests would become speedy and frequent, more Officers and Soldiers be saved, and good ones would be made. Besides, as a *Captain* is sometimes obliged to do the Duty of a *Major*, or *Major of Brigade*, he must therefore be laborious and vigilant, and understand their Duties, Rights, Privileges, and Prerogatives. Moreover, he is to know all the other Duties of those Posts to Perfection, and the Articles of War; how Cases have been decided upon Controversies formerly started; the Posts of all Regiments, and what is due to his own: These are the most essential Duties of a *Captain*.

As to the Behaviour of a *Captain*, he is obliged to maintain and support his Quality by extraordinary Merit, and by singular Application to his Duty, which he must fulfil by the greatest Circumspection and Assiduity. He is to distinguish himself by the Practice of all sorts of Virtue, and by his magnanimous Behaviour endeavour to obtain the Esteem of all Men. He is to keep an Equipage according to his Post; to be Courteous without Formality, and generous

generous as his Condition will bear, never suffering any Motive to prevail upon him to do a fordid Action; he must not be Censorious, neither must he begin a Quarrel if he can avoid it; but if he happens to be engaged in any, which ought not to be but upon good and justifiable Grounds, to bring himself off with Honour and Reputation, that he may give a good Example; nor must he be profane, or give cause of Scandal, but be prudent and moderate in all his Actions: He is to do Justice to all Men, and not make an unjust Use of his Power and Authority upon any Pretence whatsoever. He must govern his Passions, and curb their first Sallies; be strict in keeping his Word and Promise to any Soldier, who shall inlist with him, and observe all the Forms requisite on that Occasion. He must therefore put the Question, whether he has ever served, and why he left the Service? He must demand his Discharge; then ask him whether he ever served against his Prince, either in Rebellion at Home, or in Foreign Armies; and if he has, then to make him sensible how shameful it is to be false to his Prince and Country, and what Danger he had run, if his Sovereign, through Mercy, had not granted a general Pardon. When he has agreed upon Terms whereby he is to be listed, he must read to him the Articles of War, particularly those that relate to Mutiny and Desertion, and must cause the Oath of Allegiance to be taken by him; then are his Name and Surname, the Place of his Birth, the County and Parish, his Trade or Profession, his Age, Complexion, Shape, and Stature, to be entered in a *Register-Book*; and delivering him to the *Serjeant*, shall keep his Discharge, to produce it upon Occasion, and to deliver it to him when he shall have leave to quit the Company. To conclude, the *Captain* is to be true to his Religion, to make the Service his only Business, and to avoid any

indecent Action, which may give Scandal, and an ill Example ; not to be partial to those who shall neglect their Duty, but on all other Accounts to be mild, courteous, and obliging.



The Duty of a Major of Foot.

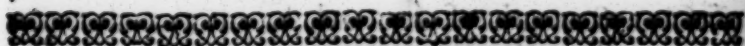
HE should have profound Experience in War, especially in the Foot Service, and a particular Zeal and Fidelity for his Prince, and observe all Things that are for his Interest. If he is *Major* of a Town or Citadel, he is from time to time to give his Sovereign an Account of the Condition of the Place, the Strength of the Garrison, the Designs of the Governour and Inhabitants, if he has cause to suspect them. He must be extraordinary Zealous, whether *Major* of a Town, Citadel, or Regiment ; Loyal, Vigilant, and Industrious ; Brave, well Discouraged, and rigid in Distributing Service. The *Town Major* in a Garrison, or his Adjutant, are to carry the Governour's Orders ; to keep an Account of all Posts that are to be guarded, and Proportion the Guards to the Strength of the Garrison ; to shew them to the Governour, and to receive his Orders concerning the Distribution of them. In time of War, if the Place may be attacked, and he has Reasons to be believe that the Garrison is not strong enough to defend it, or that the Fortifications are bad, the Artillery or Ammunition not sufficient, he must acquaint the Governour, and at the same Time write to the Secretary of War to inform his Prince. If it be besieged, he is to defend it according to the Strength of the Garrison, and to shew his Projects to the Governour, which,

if approved by him, he is to put in Execution. If he has Men enough, he must Man the Outworks, and visit them twice a Day, and as often at Night, and endeavour to meet the Enemy, by making small Redoubts, and Lodgments; to which End he must understand the *Mathematicks*, especially *Fortification*. He is to understand all the Duties of his Inferiors from a *Serjeant* to a *Captain*, and ought to have Skill in the *Martial Law*: And when any fresh Regiments come into the Garrison, to distribute the Service so equally, that they may be put upon it without Prejudice; for *Majors* of Regiments have no publick Duty in Garrison. The *Major* is to be a living Register or Record, to inform the Governour or Commandant of a Garrison, of all Difficulties and Disputes which arise. He must be courteous in his Command, but at the same Time absolute and severe in not allowing Men, who are not in a Condition to serve; to make the effective Men and Officers do their Duty, and take care that the *Captains* have their Companies compleat, and well armed.

THE *Majors* of Regiments are to know all these Things without Exception, and he is to understand how to attack a Place; and when the Regiment marches into the Field, he is to give Notice of the effective Strength of it, and is to acquaint the General, or his Sovereign, if he discovers any Male-design among the Officers. The *Major* is to lead the Regiment into the Trenches, and the detached Parties to the Posts they are to maintain; and they who are besieged do the same in the Outworks, and advanced Posts.

THE *Town Major* is to be at the opening and shutting the Gates, to see the Guards are under Arms, to detach Men to those small Posts which are only guarded by Night, or to go Rounds or Patrols without, or to look out before the Draw-bridge be

let down : And for this Purpose the bravest Men are to be chosen. And he is to see or order that the Coals and Candles be justly distributed to the Barracks and Officers of Guards, and to take Care of any Forrage distributed in Camp. Besides the Knowledge of drawing up the Forces, forming Battalions, and exercising them, the *Major* of a Regiment is to see that in marching they observe their Distances, that they carry their Arms well, that the Ranks be strait, and every Thing done with Decency and a good Grace. In the Field he should have Two or Three Horses, War-Horses, and Pads, because it is his Business to carry Orders, and to be every where upon Occasion. The *Major* must also have an Adjutant, who ought to be well mounted, and be a Person of Experience, Ability, Courage, and Judgment, because he is the *Major's* Right-hand, to ease him of part of the great Burden of his Employment, and upon all Occasions in his Absence, whether for Wounds, Sicknes, or any other Occasion, to perform all the Duty of a *Major*. Care is to be taken that there be a good *Drum-Major* to the Regiment, who is to teach the others how to behave on all publick Occasions.



Of the Lieutenant-Colonel

THE Duty of a *Lieutenant-Colonel* is much the same with that of a *Colonel*, but in the Absence of the *Colonel* he is to command the Regiment, and then the *Major* is to receive Orders from him. He must be Grave, Sober, Modest, sedate in all his Actions, courteous to all his Offi-

cers

cers, and exact in the Service ; severe in point of Martial Discipline, generous in all his Proceedings, just in rewarding and commending Merit, even in the meanest Soldier, giving a good Example upon all Occasions, and regularly practising his Religion.



Of the COLONEL.

IT will suffice that he is Discreet, a Man of Credit and Authority, grave in his Behaviour, lofty in his Deportment, yet without Vanity or Haughtiness : Courteous to all Men, particularly to the Officers of his own Regiment. He must extol Worth, though it be in a private Centinel ; and is to make known to the General, or even to his Sovereign, any good or notable Action, performed by any Man under his Command. If he has just Cause to speak ill of any Man, let him not do it in publick, except he has reprov'd him twice in private. If any of his Officers are guilty of Cowardice or Mutiny, he is to acquaint the General or Commander in Chief, in order to have them brought to a General Court Martial. He must frequently view and examine all the Companies in his Regiment, commending those *Captains* who have good ones, and privately reprimanding those who have bad ; and he is to be frequently present when the Regiment performs their Exercise, and to encourage such who do better than the rest.

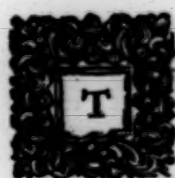


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P R O P O S A L

For better Regulating the

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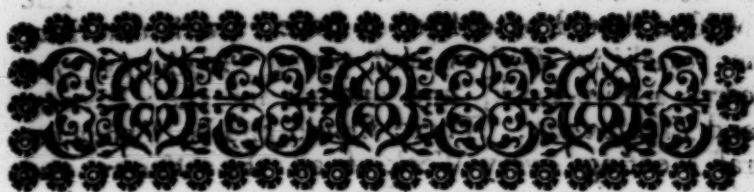


THE Art of War being the noblest of all other Arts, it has its Rules and Precepts to walk by as well as they, which ought to be learned and observed, and Masters appointed to teach them. *Arithmetick*, without which we cannot distribute and divide, and upon which depend the drawing up Battalions, making Detachments, and forming all sorts of Figures ; and without the Help of which, no Distances, Heights, Depths, Proportions, or Numbers, can be calculated, is the first ; which also is the Ground-Work of *Fortification* and *Geometry*. To learn therefore these Rules, and also the Use of such Books as are to be read, and the Operations of such Instruments as are necessary, it is requisite that every *Governour* and every *Colonel* should be obliged to provide an able Master for his Garrison or Regiment, who might also teach in the Field, except upon marching Days. And as there are Days appointed for exercising Soldiers, so there should be Two Days in a Week set apart for all the Officers in Camp, or in Garrison, in order to be taught as beforementioned. To enforce this Duty, a positive Order should be given for all Officers of Foot to qualify themselves to give an Account of all the

the Duties of their Posts upon Examination, within a Year after Publication of such Order. The Master should be obliged to have a particular Hour for teaching *Ensigns*, and young Gentlemen who carry a Fire-Lock, and another for the *Captains* and *Lieutenants*. There should also be Two general Meetings every Week of all the Officers, and after examining them in Relation to their particular Duties, there should be Lectures of higher Matters ; as the Maxims of War, of their Behaviour and Manners, and of Virtue and Morality. When any Officer should desire to be examined, in order to obtain a Certificate of his Capacity, for his Preferment, there should be an extraordinary Meeting, where having answered to all Questions put to him by an experienced Commander, appointed for that Purpose, should receive a full Certificate from the whole Body, for him to present to the Secretary at War, who might again cause him to be examined in his Presence, before his Commission be granted. Thus would the Art of War be raised to the highest Pitch of Honour, and the gravest Persons would send their Sons into the Army.

To defray the Charge of these Professors, there might be deducted out of each Soldiers Pay, *One Penny per Month* ; from each *Captain*, *Thirty Pence* ; from each *Lieutenant*, *Twenty Pence* ; from each *Ensign*, *Fifteen Pence* ; and from the two *Serjeants*, *Fifteen Pence* ; which in a Regiment of Thirteen Companies, and Fifty Men in a Company, would amount to *Eighty Three Pounds Ten Shillings per Annum* : And this, with Quarters, and some Gratuities from Officers, would make a handsom Livelihood. This may suffice to give an Idea of so advantageous a Design, which will soon be improved and made practicable in all its Parts, if our *Sovereign* shall think fit to encourage it.

THE



The Duties of a Soldier.

That, of all States and Conditions, that of a Soldier is most honourable to himself, and most advantageous to his Country.

AN K I N D is divided into Four principal States or Conditions; the *Soldier*, the *Gown-Man*, the *Merchant* or *Trader*, and the *Husbandman*. If we consider how the *Soldier* toils to increase the Dominions of his Prince, to disappoint the Designs of his Enemies, and that he keeps his Subjects in Obedience, or reduces them to it: If we consider the Dangers to which he daily exposes himself, and that he sacrifices even the last Drop of his Blood for the Safety of his Country, then we may conclude, that not one of the other Three States is so honourable to himself, or so beneficial to his Country. And I venture to say, that his Country is more beholding to him, than to those who only afford it some of their Industry and Care: For

For his Country cannot subsist without him ; because he labours daily to aggrandize it, and defend it from its Enemies ; and he is the support of the other Three States. How could the *Gown-Men* cause the Laws to have their full Force, unless there were *Soldiers* to strengthen and support the *Prince*, and to force wicked Men to submit to his Government ? How could the *Merchant* make Trade flourish except there were *Warriors* to convoy them safe into strange Countries, and bring them back to their Ports ? And how could *Husbandmen* Till and Sow their Land to any Advantage, except there were *Soldiers* to maintain a Peace, and ready upon Occasion to repel an invading Enemy ? But as this State of Life requires extraordinary Qualifications to make a Man successful in it, so no one ought to engage in it, without first enquiring whether he is fit for it. Every Body will allow, that *Courage* is requisite in a *Soldier* ; but no Man can be truly *Brave*, except he *fears* God : To this I must add, that he should also be endued with *Discretion* and *Prudence*. Besides the Reasons I shall lay down to prove what I have asserted, there are Thousands of Instances to make it good ; but I shall insert a few, because Examples sometimes make a deeper Impression on the Minds of Men, than all the Reasons that can possibly be alledged. And that I may find more Credit, I shall often Name the Persons that are instanced, unless what is urged be to their Discredit ; and I will not pretend to be nice in my Method, Men of any Profession being generally more *expert* at their *Sword* than their *Pen*.

THERE is no Man, let him be the most wicked, but believes in his Heart there is a GOD, and has an Apprehension of his Judgments ; and let him counterfeit and affect ever so great a Presence of Mind in going on to Battle, yet in the time of Action he is discomposed, and in a manner distracted by Checks

Checks and Stings of Conscience; and it will visibly appear that they do not enjoy that inward Peace of Mind they pretend to have. Men, with such counterfeit Bravery, would not fight at all, if they could possibly avoid it; and sure it will be allowed, that there is no great Confidence to be placed in a Man who has forsaken his God, because it is to be believed that he will as easily betray his Prince. I could produce many Instances of lewd Persons, who seemed to go on to Battle without any Fear, and no sooner were they wounded, and apprehended their Wounds to be Mortal, but all their Talk was of *Judgment*, and the Dread of what was to ensue: So certain it is, that there is no Man but *Quakes*, when he calls to Mind that he is to be accountable to Divine Justice. I could produce a Thousand Examples, but shall content my self with Two; the one of a *Captain* of Dragoons, and the other of the Count *de Guiche*.

A *Captain* of Dragoons, who was one of the wickedest in the Army, and took a Pride in his Profaneness, being dangerously wounded at the Battle of *Turquem*, the Surgeons bid him take care of his Soul. Finding that they were in earnest, he told those that came to see him, That he was not afraid of Death, but that he quaked to think of God's *Judgments*: That he begged Pardon for the Scandal he had given them; and if it should please God to grant him Time to repent, he hoped to convince them of his Conversion by a Change of Life. God granted his Desire; and having recovered his Health, he left the Army, and took to a Religious Life.

THE Count *de Guiche*, a *Lieutenant-General* in the French Army, was a Man of singular Worth, and profound Learning; but the Corruptions of Youth, and the ill Examples of debauched Persons got the better of his Inclination and Knowledge. Being on his Death-bed, he called as many Wit-
nesses

nesses of his Failings as he could, to be sensible of his Conversion. He spoke so feelingly and with such lively Eloquence, that they who were plunged in them, were startled at his Expressions, and edified by him ; He discoursed so piously, that he drew Tears from the Eyes of all his Hearers, and then he resigned himself to the Will of God.

THE *Prudence* and *Discretion* of a *Soldier* should not consist in outward Show ; his exterior Part must be always free, and never formal ; and he had better be always merry than grave : These Virtues should appear in well digesting a Design, in foreseeing and preventing the Difficulties that may arise in the Execution of it ; and lastly, in executing it with good Conduct : For what will it avail to lay a great Design, if he knows not how to remove all Difficulties, or wants Conduct to put it in Execution ; and no Man must expect to make a considerable Fortune, who has not a sound and piercing Judgment, Discretion, and Prudence. The Art of War does not consist in knowing how to fall on, but in knowing when to fall on to *Purpose* ; and the best Way generally is to have recourse to Subtilties and Devices. A Man must know how to act according to Occasion, sometimes to Charge, and sometimes to Retreat ; for though a successful Rashness may be *sometimes* commendable, yet it will not be so Praise-worthy, if he thought not to have fought. Nor must it be thought that these great Productions of the Brain are only necessary for a *General*, a plain *Captain* has as much need as they, of *Prudence* and *Discretion* ; and there are a Thousand Exigencies, in which he must be his own Council, and contrive to bring himself off, otherwise he must never expect to be entrusted with another Command.

That



*That a Man must be satisfied he has Courage,
before he undertakes to go to the Wars.*

HE that designs to follow the Sword, ought to reflect with himself, whether he can perform it as he ought, otherwise it would be better he never undertook it: For if he gets the least Blemish in his Reputation, he forfeits his Honour, and they who pry into his Behaviour, will not abate him the least Point. He must be *steady* in the greatest Dangers, *prudent* in his Undertakings, *clear-sighted* in Difficulties, *active* in Execution, suffer no *Indignity*, and yet not be quarrellsome: And unless he has these Qualities, he will prove a Man of no Account among old experienced Soldiers, and can never pretend to signalize himself but to his own Loss. I have seen some Persons so dejected at the beginning of the first Campaign, that it would move Compassion to see them; and yet though the Fatigue be great, that ought not to deter a Man from embracing this sort of Life for want of Health, Strength, and Resolution; for Bodies insensibly grow hardy, and some who are much out of Order the first Campaign, never think on it after. " This was the
" Case of a young Gentleman of my Acquaintance,
" who having obtained an *Ensign's* Commission in
" *Brigadier Mederith's* Regiment, went into *Flan-*
" *ders*; but he was so weak, pale, and meagre,
" that it was generally believed his Condition would
" not be able to hold out the Fatigue of the Cam-
" paign. I cannot say that he had one Day's tolle-
" rable Health for the first Year. However, he
" had

" had a stout Heart, and Youth on his side, pushed
 " himself forward upon Enterprizes of Fatigue and
 " Danger; and during the second Campaign, grew
 " robust and strong, encreased in Stature, and at
 " Three Years end was a jolly Man, and obtained
 " the Post of *Captain*." There is but one Thing, in
 my Opinion, which ought to prevail with an honest
 Man not to follow the Sword, which is, his being sen-
 sible that he wants Courage: In this Case he would
 be highly in the Wrong, to expose his Shame; for
 there are many other Ways, which he may chuse,
 and live in Reputation. Many have been made the
 Scorn of the Army, for want of this Consideration;
 and among them, the Brother of one of the chief
 Magistrates of *Paris*, who was a *Captain* of Horse,
 but fled as soon as he espied the Enemy, for which
 he was broke, and sent dishonourably away. " An-
 " other Instance, of a more recent Date, was a
 " *Captain* in the *Goldstream* Regiment of Foot
 " Guards; he was the Son of a rich Weaver, a
 " *French Refugee*, in *Spittlefields*: His Father
 " purchased the Commission for him, and in his
 " Tour he was ordered for *Flanders*. At the Siege
 " of *Lille*, he complained to the *Victorious Duke*
 " of *MARLBOROUGH*, that the Noise of the Can-
 " non disturbed his Rest, and made his Head ache,
 " he therefore desired he might have Leave to
 " return to *England*. The *Duke* smiled, and told
 " him it was his Opinion, that his *Heart* ached more
 " than his *Head*, and that he might return as soon
 " as he pleased. The *Captain*, overjoyed at his
 " having obtained his Liberty, set forward the
 " next Morning without any Ceremony, and his
 " Commission was the same Day given to an *Eng-
 " lish Gentleman* of undaunted Courage, and good
 " Reputation. He is to this Day nick-named the
 " *Head-ache Captain*." Some Men have more Ho-
 nour than others, and when once they have engaged

themselves inconsiderately, they are unfit for the Employment, yet they do their Duty as well as if they were naturally Brave. A Man of a wealthy Family, having taken upon him the Command of a Troop of Light Horse, at the beginning of the *Dutch* War, found himself in a miserable and desperate Condition when he was in the Army, and he was so much out of Conceit with his Profession, that he could not digest his Meat; yet for all this he never betrayed the least Faintheartedness upon any Service he was commanded to: But when the Campaign was over, he ordered his *Valet de Chambre* to bring him his Cloak; and being the first that made a Jest of his Fear, told his Friends he would give any Body leave to Cudgel him, if he ever wore a Sword till he went to another Campaign. This done, he threw up his Commission, and bought a Civil Employment.

THIS is what every Man should do when he has been so much overseen, as not to consider what he is going to undertake. A Campaign is soon over, and it is better for one to overcome himself for a short Time, than to lose his Reputation for his whole Life; yet the surest and most prudent Method is to weigh Things well before he engages.



What an Officer ought to know before he goes to the W A R S.

HE must respect all his Superiors, be civil and courteous to all Officers, and to have Charity for all those who are under his Command: The first will prevent a Reprimand, and perhaps a Punishment; the second will procure him

Value

Value and Esteem ; and the third will gain him the Love of his Soldiers, who will not forsake him in Time of Action. I was put in Mind of the first of these Duties, the very first Day I drew near the Army, from the Example of a *Cornet* who had obtained a Commission in a Foreign Royal Regiment, that then served in *Flanders* ; and in my Way to it, passed through *Arras*, where the *Colonel*, *Monfieur de Montaigle*, lay sick at that Time. I waited upon him, and understanding that I was an Officer in his Regiment, he put on much Gravity, and told me that *Monfieur Lombard*, the *Major* of the Regiment, was just come from the Army, and that I ought to do my self the Honour to wait on him. *Monfieur Lombard* was a Man of much personal Worth, but of indifferent Birth, which made me to be much surpris'd at the Phrase of *doing my self the Honour to wait upon him*, which I did not think had been us'd in speaking of a Third Person ; but I was soon undeceived, when I discovered the Difference between a *Captain* and a *Subaltern*.—When *Monfieur de la Cardonniere* was only Commissary General, he would never suffer a *Subaltern* to be covered before him ; nor would he permit the *Captains* of his Regiment to sit down before him, till he bid them. I knew a *Captain* of his Regiment, who was one of the best Families in *France*, and could hardly be perswaded he was oblig'd to keep the same Distance as the rest ; but *Monfieur de la Cardonniere* took a delight in carrying himself haughtily towards him, because he knew him to be vain. Among the Foot the *Colonels* carry it higher than among the Horse ; and it is a received Custom among them to allow only the *Captains* to sit, the *Subalterns* standing, and very often uncovered.

THERE are other essential Things to be known by a young Man, before he goes to the Wars ; as that he must never turn his Back, how great soever the Loss may be on his Side ; for if a Man is once suspected of Cowardice, he is past all Hopes ; He had better be taken Prisoner, which is the best Course for Persons of Worth in a general Rout, this being less dishonourable than to fly with the rest. *Bonnet*, one of the eldest Colonels in the Army, told me as much, with Tears in his Eyes, after the Battle of *Taverne* ; for they would make him accountable for his Regiment's not doing its Duty : And in Truth, there were Orders to observe his Troops more narrowly than the rest, and to break him in case of the least Failure. The Commissary, who was his Friend, intrusted him with the Secret ; and he said all his Misfortune consisted in not having staid to be taken Prisoner when his Men left him. Of all the Officers, whose Courage was once called in Question, I never knew but one that could effectually recover his Reputation : He was a Colonel of Foot at the Siege of *Liste*, and I believe, had not till then seen much Service ; so that being little used to Fire, he shewed some Fear in the Trenches. His Father, who was a brave Man, reproached him in an heinous manner ; and the Son, not daring to appear any more before him, the next Winter, at the Siege of *Dole*, took an Outwork, and never left it till the Forces had made their Way to mount the Breach. The better sort applauded his Resolution, and others imputed it to his Despair ; but having ever since behaved himself with as much Bravery as any in the Army, they who spoke ill through Envy, have been silenced ; and he is now counted one of the bravest Men in the Kingdom.

THERE are some Things which a Man may be ignorant of without any Disreputation, and can only be learned by Experience : Nay, it is sometimes
good

good to confess one's Ignorance, because those Persons to whom a Man owns it, take a Pleasure in instructing him, and think themselves obliged to it on two Accounts: First, to reward his Modesty, and in the next Place, to shew that they understand their Business. I knew an Officer of Horse, who after Twenty Years Service, being commanded to blow up a Church, where it was said the Enemy would fortify themselves, made no Difficulty to own to those who were with him, that this Command puzzled him, because having never served in the Foot, it was not his Business to charge a Mine. For this Reason, he who aspires to make a great Fortune, must not be ignorant in these Affairs; because when a Man designs to be a General Officer, he must know what belongs to the Foot as well as the Horse, and go into the Trenches.

UPON some Occasions it is no Shame to ask Advice, though a Man has been a *Soldier* never so long: For Example, when an Enemy is to be charged, an Officer may advise with others, first delivering his own Sentiments, to shew that he does it not through Ignorance. This produces two Effects, first it often opens him a Way to succeed, which he had not thought of; and in the next Place it encourages all about him, when they see he despises none.

BUT there are certain general Rules which every Man is obliged to know: A *Captain* of Horse would be much in the Wrong should he dispute about Command with a *Captain* of Foot in Garrison; and so a *Captain* of Foot would be as much out should he pretend to command a *Captain* of Horse in the Field: This is a fixed Case, and the same Practice is in all Parts. However the *Mareschal Schomberg* ordered the contrary in a Contest between the Baron *D'Erce*, a *Captain* in the *Chevalier Duke's* Regiment of Horse, the *Chevalier de Montecu*, *Captain* of Dragoons in the Regiment of *Tesse*, and a

Captain of Foot. They were detached from the Army to put themselves into a Castle called *Maf-dean*, in the Midway between *Perpignan* and *Bellegarde*. These Three *Captains* pretended to command immediately in the Castle ; *D'Erce* alledged, that the Garrison being obliged to march out every Time a Convoy came from *Perpignan*, it was his Right to command ; because they were sent there to secure the Convoys, and therefore it was not properly a Garrison. *Montecu* answered, that the Castle had Walls, and they being to remain there till further Orders, the usual Custom ought to be observed, as is always when Horse and Foot are in Garrison ; that he being a *Captain of Dragoons*, and inroling with Horse and Foot, there could be no Doubt made but he must command, because he was an Elder *Captain* than the *Captain of Foot*, and the *Captain of Horse* had no Right to command where either of them was. The *Captain of Foot* pleaded for himself to exclude the other Two, that *Montecu's* Arguments were good with respect of the *Captain of Horse*, but did not regard him ; for his being an Elder *Captain* was of no Force, for he knew that among the Foot it was the Seniority of the Regiment that gave the Command, and that *Tesse's* being younger than his, he ought to command without any Opposition. Upon a Representation to *Schomberg*, he gave it to the *Captain of Horse*. "*Schomberg* was certainly in the wrong, for in a walled Place the *Captain of Foot* certainly commands the *Captain of Horse* ; and though in the Service of Foreign Troops it is certain that the Command of the Foot goes by the Seniority of the Regiment, yet in the *English* Service it is quite otherwise ; for a *Captain* in a young Regiment shall command a *Captain* in the oldest Regiment, if his Commission be older in the Date of it, and the same will hold good with respect

“ to *Subalterns*; which is a Rule ought to be observed by every Officer, otherwise he will be laughed at, as ignorant of the Duty and Honour of his Post.”

EVERY Officer, of what Degree soever, must respect his Superior; and I will here give an Instance how dangerous it is to deviate from one's Duty in this Point.

THE Baron of *Vannes*, a Gentleman of *Lorraine*, of Worth and long Service, commanded the Regiment of *Gassion*, in the Year 1674. This Regiment being drawn up, *Vannes* ordered a young Gentleman to give a General Officer an Account of something; but he thinking it below a *Captain* to carry a Message, answered, he might send a *Subaltern*, that Business being fitter for such a one. The Baron said, he Commanded him to go, and not a *Subaltern*; and therefore advised him to go, or he knew how to make him Obey. The *Captain* made an impertinent Reply, which put *Vannes* in a Passion, and they both grew so hot, that they drew their Pistols to fire at one another, but the other Officers interposed. Upon this *Vannes* complained to the *General*, who immediately ordered the *Captain* to be secured. A Council of War was called, and he was upon the Point of being broke, had not a Person of great Note writ to the *General* in his behalf. However, the Example being of ill Consequence, the *Captain* was obliged to beg *Vannes* to intercede for him; and he was compelled to ask Pardon of *Vannes* at the Head of the Regiment, drawn up on purpose.

As there are over-hasty *Captains*, so there are *Colonels* who cannot govern their Passions at all Times, and insult their *Captains* without Cause.

“ A *Colonel* of Foot, who bore an Ill-will to his *Major*, meeting him one Day in the Street, before several Officers of the Regiment, took
“ occasion

" occasion to give him some hard Words, which
 " the *Major* told him he would not have done
 " had he not relied on his Authority as a supe-
 " rior Officer. The *Colonel*, who was a young
 " Soldier, drew, and the *Major* laid Hand on his
 " Sword, but could not draw it out presently, be-
 " cause having rode all the Day before in the Rain,
 " it rusted in the Scabbard, which obliged him to
 " give way a-cross the Kennel, the *Colonel* pressing
 " upon him: At last the *Major's* Sword came out,
 " and he stood on his Guard, and then the *Colonel*
 " left him. The *Major* complained, and a Coun-
 " cil of War then sitting, at which I was present,
 " upon a full hearing of the whole Matter, the
 " *Colonel* was commanded to beg the *Major's* Par-
 " don at the Head of the Regiment, which was
 " accordingly done." But to proceed.

To avoid falling into these Errors, an Officer
 must pay Obedience where it is due ; and when
 he is to command, never to order any Thing but
 what is proper, and for his Prince's Service ; for
 otherwise the subordinate Officers may refuse to
 obey. Not but I would advise all those, who intend
 to rise, not to be too nice : The Service done in an
 Army to a Man of Worth is not looked upon as
 servile ; for if it were, no *General* would have so
 many make Court to him. It is enough that a Man
 behaves to all Persons according to their Condition:
 As for Example, it would not become a Gentleman
 to do the same for a *Captain*, though of never so
 great Quality, that he would for a *General* ; that
 would look mean ; for it is not Quality that is to be
 respected, but Merit. Besides, a *Captain* can do
 nothing towards making a Gentleman's Fortune,
 and a *General* can do any Thing, if he pleases.

THERE are abundance of young Gentlemen, who
 think it would be a Diminution of their Honour,
 should they do any Thing but fight : But they must
 take

take heed how they confound their Punctilio's with their Prince's Service. There are many Commands in War which seem Mean, and yet they cannot be refused without a Fault. An Officer must go for Ammunition, Bread, if commanded; he must fetch Oats, see them measured, distribute Wine, and do many more such Things, which a Man may be mistaken in if not informed: All these Things are for the Prince's Service, and there is no Shame in performing them. I have seen Princes make Facines, and work at the Lines, and yet it is not a Prince's Business to Dig and make Faggots.

The Duties of Subalterns toward their Captain, and of a Captain toward his Subalterns.

A *Subaltern* is to take as much Care of his *Captain's* Company as if it were his own; and there is less Trouble with a Company of Foot, than with a Troop of Horse: It is requisite therefore that the *Corporals* of each Troop view the Horses every Day, and then give the *Quarter-Master* on Account of the Condition they find them in; and he is to acquaint the *Lieutenant*, and the *Lieutenant* the *Captain*. But the *Quarter-Master* ought to see the Horses before he makes his Report, and so the *Lieutenant*, because then either of them can give a more certain Relation than upon the Report of another. When a Troop has marched, the Officers must see all the Horses before they go to Bed, especially if they are to mount again the next Day, because some may be hurt, which without looking after, may be quite disabled. The *Subalterns* are
so

so much obliged to this Duty, that the *Captain* may suspend them, if they neglect it in Quarters; or upon a Day of Rest. They must view them as they go and come from the Watering-Place, for then they can better perceive whether they are *Lame*, than when they stand in the Stable: And the Troopers themselves should ride them to Water. A particular Hour is to be appointed for Watering, and the Officers be there to see them go one by one; and if the Horses are asunder, then the Officers must divide themselves to see them. If a *Subaltern* be commanded to perform these Duties, on refusing his *Captain* may suspend him. In the Camp a *Subaltern* is to take care that a Trooper does not lavish his Forrage, and that they are not so slothful to spare to give it to their Horses. I have known *Captains* and *Subalterns*, who have rose in the Night to take care of this, and it is scarce to be believed what Reputation they have gained by so doing. This is in the main what needs be said concerning the Care to be taken of Horses; but there are other Duties, which regard the Troopers themselves, and which a *Subaltern* must see performed. He must view their Arms once a Week, and take care they are in Order; and *Captains* will do well, if they do not rely absolutely on their *Subalterns*, but that they see themselves, whether they be in good Order. This is chiefly to be done after a rainy Day, otherwise they will be eaten up with Rust, and rendered unfit for Service, should they come before the Enemy. Care must be also taken of their Boots, for it is an unseemly Sight to behold a Trooper with Boots that want Heels, or ript, or without Stirrup-Leathers. Such Troopers are to be used with Severity, who occasion much Trouble to the Officers; and though they keep themselves in good Order, yet they must be often reviewed, lest they grow supine and negligent in their Duty.

A *Subaltern* is also to take care that they keep themselves neat and clean, making allowance when they are in the Field, because the Forragers will often spoil their Cloaths and Linnen.

THERE are other Duties which a *Subaltern* must observe ; as when a *Captain* commits the Care of his Troop to him, and relies entirely upon his Honesty : For should a *Subaltern* defraud him, as it lies in his Power to impose upon the *Captain* in many small Things, the Detection thereof will expose him to irretrievable Shame ; and though his Equipage will be obliged to be sold, in order to make Restitution, his Reputation will be forfeited for ever ; and where-ever he appears, he will be upbraided with his Crime.

No *Subaltern* is obliged to so much Attendance as the *Quarter-Master*, whose Duty it is, not to go to Bed till he has found his *Captain*, and given him Orders : The same is to be observed towards the *Lieutenant* and *Cornet* ; and he must forbear being too great with the *Lieutenant*, lest he gives his *Captain* umbrage to suspect that they are caballing against him. And though the *Captain* and *Lieutenant* agree never so well together, yet it will be prudent in the *Quarter-Master* to avoid giving any Cause for Jealousy, which is easily taken, and hard to be removed. He is to make the best of his Ground when he goes to Camp ; for should he give that to another *Captain*, which belongs to his own, he will then imagine that he is making his Court to another at his own *Captain's* Detriment. He must also visit the Quarters allotted to his Officers, that they may have no just Cause of Complaint, if they are ill lodged, though it be but for one Night ; and all he can do in this Case, is to desire the Magistrates to quarter them well, shewing them the Inconveniences of the Houses he has visited ; but if they are to continue there till further Orders, he must

must be more pressing; and if there are other Troops in before, he may cause the Billets to be made over again, that the Quarters may be equally distributed. However if the Magistrates have cantoned the Troops, and have reserved Quarters for those that are to come, the *Quarter-Masters* must acquiesce, except they are so unequally distributed, that the Wrong done be manifest. When he goes to take Quarters with other *Quarter-Masters*, he is to visit them all, that they may be of equal Goodness; and when he has made them all even, he must not suffer one of his Comrades to take the least Thing from the Officers of his own Troop, on any Pretence whatsoever.

THE Duty of a *Cornet* is not so easily ascertained as that of a *Quarter-Master*; but he ought to behave like a *Voluntier*, that is, he ought to have a Hand in every Thing, that he may the sooner learn all Things. He has no *positive* Business but to carry the Standard; and he is never to carry it abroad, except he has two Troopers on his Right and Left to guard it; but yet he would do well not to omit those Cares of the Troop, of which I have spoke above. Besides, it is expedient he should be reserved among the Troopers, lest they fall in their Respect toward him, which is often the State of young *Cornets*, who are generally hair-brained and giddy. A *Cornet* therefore should have Prudence enough to oblige the Troopers to give him his due, yet rather by Discretion than Severity.

THE *Lieutenant* ought to know as much as the *Captain*, his Duty being the same: For, he is often detached to command a Party in Chief, or a Guard, which might be a *Captain's*, and therefore he must have Experience; otherwise, for want of some Body to advise with, the Consequence may be fatal. Some *Lieutenants* have been committed to the Provost for behaving themselves like Novices in Fight.

I would not therefore advise a young Man to be made a *Lieutenant* at first, because if he should fail in his Duty, he must not expect to find so much Favour, as if he were a *Cornet*. Besides, the Care of the Troop depends upon him and the *Quarter-Master*; and if the Troopers discover his Weakness, as they certainly will, they will then lessen their Respect and Value for him; and it is better not to be an Officer than to be contemned. But this is not all the Misfortune that will befall him; his ill Name will soon spread throughout the whole Army; for the common Discourse of Troopers is concerning their Officers, whom they will extol egregiously, if they have a Value for them, or depreciate and undervalue them, if they have no Regard for them. In short, if you would know the Character of any Officer, you need do no more than make him the Subject of the Troopers Conversation, and then you will soon hear all the Good or Harm, they know of him.

A *Lieutenant* or *Captain*, let his Quality be ever so great, ought not to take Place of his *Captain*: And I have known *Subalterns*, who were Dukes and Peers of *France*, and yet they have observed this Rule; and the *Captains* have been forced to take them by the Hands to prevail with them to take the *Way*, though they never use this Compliment but to Persons of so great Quality.

WHEN *Subalterns* behave towards their *Captains* with dutiful Respect, the *Captains* are also, in Point of Honour, obliged to treat them civilly, and to make them some small Returns: As for Instance, if they accounts with his *Captains* for Winter-Quarters, they should make them an handsom Present, and the *Subalterns* are not to refuse it for two Reasons: First, is it not properly so much the *Captains* Gift, as the Prince's Bounty; and Secondly, it is a sign they are pleased with them; and they

ought to take it in good part, that they take such an Opportunity of making them sensible of it.

INTEREST, arising from Profit, is generally the Foundation of Difference between *Captains* and *Subalterns* : Therefore to preserve Harmony and Friendship, a *Subaltern* must be just in his Accompts, and the *Captain* should allow him some Share of the Profits, and not assume all to himself. He should give him his due, when he has reaped an Advantage by Quarters, using him as he would be used himself if he were a *Subaltern*. If the *Captain* fails in this Point, or in any other from whence Profit arises, he must expect that the *Subalterns* will make themselves amends, and embrace the first Opportunity, he giving them an Example by usurping their Right. Hence spring various Discontents, Controversies, and Animosities ; and when the Cause is known, it will be equally dishonourable to both, that a small Matter of Interest, or Profit, should break the Friendship which ought to subsist between them. However, though the *Subaltern* be at variance with his *Captain*, yet he must not neglect the Care of the Troop or Company ; for he would be highly blameable should they go to Ruin through his Desire of Revenge. : He must distinguish between his Prince's Interest, and the *Captain's* he complains against, and do all Things that may conduce to the Service, as if they were good Friends : By this he will gain the Esteem of the Army ; for the more flagrant his Cause of Complaint appears, the more he will be commended for performing his Duty.



Of the absolute Obedience due to Superiors.

HAVING taken Notice before that there is an absolute Obedience to be paid to those who have a Right to Command, I shall shew that this Obedience must be paid, even though the Commander be in the Wrong; and this I will prove by the Example of a brave Man, who left the Service, to prevent being cashiered, even though his Disobedience manifested that he was in the Right, and the Commander in the Wrong.

MONSIEUR *de Pillios* was a *Brigadier* of Horse at the Battle of *Entziem*, and had the Reputation of knowing his Duty as well as any Officer in the Army. He had not yet charged, but stood his Ground to receive Six Squadrons that were advancing upon him, whom he designed to Flank. Monsieur *de Vaubrun*, a *Lieutenant-General*, came up to him, and told him that it was Time to fall on; but *Pillois*, who was of a contrary Opinion, answered, he would rout those Six Squadrons as they passed a rising Ground, and therefore he ought not to march till they drew near. Monsieur *de Vaubrun* fancying it concerned him to see himself obeyed, commanded the Regiment of *Pillois*, at the Head of which the *Brigadier* was, to march; and *Pillois*, thinking himself concerned if he lost such an Opportunity, commanded his Regiment to halt, and his Authority being greater than Monsieur *de Vaubrun's* over his own Regiment, he did not advance till the Enemy was near the rising Ground. Experience shewed Monsieur *de Vaubrun* that *Pillois* was in the Right, for he overthrew and drove those Squadrons one upon another;

another ; yet he complaining after the Battle to Monsieur de Turenne, Pillois had a severe Repri-
mand, and had not that General been loth to undo
any Man, he would have writ to Court about it at
the same Time. Monsieur de Vaubrun was not so
good natured as Monsieur de Turenne, for not con-
tent with the Satisfaction Pillois had given him by
the General's Order, he soon after had him removed
from his Post.

If a blind Obedience is to be paid when a Man
thinks himself in the Right, should he act contrary,
much more are we obliged to obey, when nothing is
commanded but what is for our Country's Service.
However it is not to be inferred from hence, that an
Officer may not examine the Commands ; for if a
Commander designed to betray his Prince, and should
order us to go over to the Enemy, it would then be
our Duty to disobey him, otherwise we should be
accountable for our Disobedience. This Case there-
fore only excepted, I would not advise any Officer
to refuse to obey his Commander ; and yet I have
seen a Lieutenant of Horse rewarded for so doing ;
He had been detached under the Command of a
Captain, to cover some Men who were repairing the
Ways ; they being both at the Head of their Troop,
discovered about an Hundred of the Enemy's Horse
coming to charge them. They were not above half
that Number, which so daunted the Captain, that
he presently resolved to retreat, and gave the Word
of Command accordingly. The Lieutenant, not
approving so much Cautiousness, told him, that he
disliked running away, but not being able to per-
suade the Captain to be of the same Opinion, he
commanded the Men to follow him, and march to-
wards the Enemy. The Troopers obeyed him with
Chearfulness, and Fortune favouring his Boldness,
he routed the Enemy ; and instead of being re-
proyed for his Disobedience, the Captain was
shamefully

shamefully broke, and the Troop was given to the *Lieutenant*.

THIS Example shews that a Man may *sometimes* dispence with his Obedience, when his Refusal is grounded upon his Commander's Cowardice: But this is a very ticklish Point, for if he happens to be beaten, the Commander will be esteemed a discreet Person, and he a rash Fellow. I will not say but an Officer, if he be sensible of his Commander's Pusillanimity, may follow the Example of the *Lieutenant* here mentioned, but then he must observe several Things: First, the Number of the Enemy he is to charge, that he may not undertake any Thing above his Strength; for though a Man may venture at something, yet he must not expose himself, and the Men under his Command, like a Madman, to be certainly defeated. Secondly, if the Post he is entrusted with, be of great Consequence, then much more is to be ventured to make it good, than if it were of small Moment.

IF an Officer be in a Place that is besieged, and the Governour will surrender, the *Captain* may refuse to sign the Capitulation, if he thinks the Conditions of it are dishonourable. But this differs from what has been said before, and cannot be called Disobedience; for the Place being no longer his Sovereign's; by reason of the Capitulation the Governour has made, it may be lawful for every one to approve or disapprove what the Governour has done; and the Enemies may make them Prisoners of War, who refuse to sign the Capitulation: But it is better to hazard a Man's Liberty, than to have it said he had failed in Point of Honour. The *Mareschal Schomberg* gave great Commendations to a *Captain* who refused to sign the Capitulation of the shameful Surrender of *Bellgarde*, in the Year 1674.



*Of the Penalty to be incurred by those who
refuse to obey their Officers.*

HAVING briefly treated of the indispensable Duty of Officers to obey their Commanders, it may not be amiss to say something of the Punishment appointed for those who are disobedient, whether Officers or Soldiers.

In private Soldiers, whether Horse or Foot, Disobedience is a capital Crime, sometimes punished with Death, sometimes by shamefully Disbanding them, and sometimes by cutting off the Hand, according to the Nature of the Offence: For Instance, a Trooper or Foot Soldier, who draws his Sword against his Officer, shall have the Hand that committed the Offence cut off, that he may never be capable of committing the like again; then his Sword shall be broke over his Head, and he shall be sent away disgraced and maimed: He shall also be put to Death for the same Crime, provided he either kills or wounds his Officer. Troopers or Soldiers shall be shamefully cashiered when they are mutinous; but when the Mutiny is flagrant, no Mercy is to be expected; Death is to be their Portion. There must be Seven to try a Soldier, besides the Major of the Regiment, who is in the Nature of a Solicitor General, and draws all to a Conclusion, after he has summoned up the Evidence on both Sides. "This is the Method of Proceeding in the *French* Army; but as we differ from them in our Martial Discipline, I refer the Reader, for his better Information, to the *Articles of War*, which he will find abridged at the End of this
" Book."

"Book." *Captains* only are admitted into the Council of War, except their are *Colonels*, who are admitted before the *Captains*. The Sentence is to be signed by the President of the Council, and then if the Person convicted be a Trooper, the President is to carry the Sentence to the General of the Horse, or to the Commandant of the Infantry, if the Criminal be a Foot Soldier, for his Approbation. This Method is used in the Army, or when there is a General of Horse, or Commandant of Foot upon the Spot. I never saw any Wrong done in a Council of War but once, and then all the Officers of the Army were concerned in the Matter, and therefore a Wretch was condemned, but did not suffer Death. A Regiment had been in good Winter Quarters, and got much Money, both for the Officers and Troopers Billets, without allowing any Share of the Profit to the latter. The Troopers, willing to have what of right belonged to them, first asked it in a submissive Manner, but perceiving that the Officers made a Jest of their Request, they mutinied, and one of them undertook to carry their Complaint to the General, in order to obtain Justice. As soon as they joined the Army, he went to the General's Tent upon that Design; but the *Colonel* of the Regiment meeting him there, and being sensible of his Intentions, drew him aside, and promised that he should have full Satisfaction: But as soon as they came an hundred Yards from the Head Quarters, he caused the Trooper to be seized, and carried to the Standard. Then he preferred his Complaint against him; and being brought before a Council of War, the poor deluded Trooper was cashiered, and condemned to suffer Eighteen Months Imprisonment.

THIS, I say, was the only Time I saw Injustice done in a Council of War; but all the Officers solicited against him, that his Punishment might stop the Complaints of the rest; for had this Trooper's Complaint

Complaint been heard, all the Officers would have been obliged to make Restitution. Upon other Occasions I have seen as much Justice done as could be expected from the most upright Judges. At a Council of War, the Rules or Articles of War are read to the Criminal ; he is asked if he did not know them before he committed the Crime, and then he is tried. The Council of War, or Court Martial, may, in many Cases, abate the Rigour of the Articles of War : And I have seen a Deserter find Mercy, because the poor Fellow made it appear, that he had been list'd by Compulsion, and did not enter himself voluntarily. Much Severity has been used in some Councils of War ; and in one of them, one of the Horse Guards was sentenced to be cudgelled to Death, for an Example to all that Body, that the Fear of Disgrace may keep them in their Duty. This Gentleman of the Guards was not taken ; but a Description of him was sent every where, with Orders to seize him ; and the Sentence would have been put in Execution, had he been taken.

OFFICERS are not so frequently put to Death, as Soldiers, for Disobedience ; and yet there are many Instances of Officers, who have suffered on this Account : They that mutinied in *Treves* against the *Mareschal Crequi*, were condemned to die. Officers are also liable to be broke for infringing the Articles of War, or for not paying the Respect they owe. But these Punishments seldom happen, because they generally perform their Duty. In *France* a *Captain* has Power to suspend his *Sulalterns* upon the least Disobedience to him, and the General cannot restore them.

WHEN a Council of War has sentenced an Officer to be broke with shame, he must be brought to the Head of the Regiment, where his Offence and Sentence are read ; then his Hat is taken off and cast
upon

upon the Ground, his Sword taken from him, and and broke over his Head, having first received Three Stokes on the back with it; and then he is dismissed: But this seldom is done but in Case of Cowardice. The same Method is used to a Soldier, with this Difference, that he generally runs the Gantlope, and is afterwards drum'd out of the Field, with a Halter about his Neck.



Of the great Respect that is to be paid to the Quarters of Generals, or other Superior Officers, and much Care to be taken to avoid falling into Passion there.

SOME Officers ignorantly imagine that there is not so much Respect to be paid to the Quarters of General Officers, and others of superior Rank, as is required from them; and that it is only due to the Sovereign or Commander in Chief; but the following Examples will be sufficient to convince them of their Mistake: A *Captain* in the Regiment of *St. Lieu*, being at play at the *Colonel's* Quarters, through Eagerness to lay hold of his Money, took up a Candle, and throwing it against a Looking-Glass, broke it in pieces. *Monsieur de St. Lieu*, coming in at the same Time, asked him if he considered what Place he was in? The *Captain* answered very abruptly, that if breaking the Glass caused any Uneasiness in him, he would pay for it. This so highly offended *Monsieur de St. Lieu*, that he complained immediately, and the *Captain* suffered Confinement for a Fortnight.

St.

St. Simon, of the Family of the Duke *de St. Simon*, a Colonel of Horse, a gallant Man, and respected in the Army, being at Monsieur *de Montbron's* Quarters, among many other Officers, fancied that *Brusat*, a Colonel of Dragoons, who was at the other End of the Room, spoke ill of him ; this put him in such a Passion, that he threatned *Brusat*, who was as brave and as hasty as he, and would make it appear that he did not fear him ; and had not the rest of the Officers interposed, one or other of them had been killed. The Noise they made brought Monsieur *de Montbron* out of his Closet : They would have pleaded their Cause, but he was so far from hearing either of them, that he sent them both to Prison, telling them that when he had punished them for the Offence of quarrelling in his House, he then would enquire who was in the Wrong, and the injured Party should have Justice done him.

AN Officer should be discreet enough to consider where he is ; and if his Ambition be to rise, it will be Trouble to him to pay that Respect to others, which he would have paid to himself in the same Post. Not but there are some difficult Accidents which perplex a Man ; as for Instance, it is very hard, whatever the Place be, to take an Affront, and endure to be ill spoken of.

Busca, afterwards Lieutenant-General of the Life-Guard, drew his Sword in the King's Quarters, and wounded his Officer for giving a Cuff on the Ear. It is true, he was forced to fly into *England*, where he continued some Time, but was afterwards recalled, and raised to great Posts.

This shews we may sometimes deviate from the Rules, but I would never advise any Man to follow the Example ; and the rather, because should any Body wrong us, there is Care taken to restore our Honour. I know it is hard to put up an Affront, and

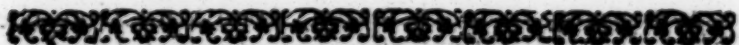
and Nature will prompt us to use Violence against Violence : But if we consider that our Sovereign has forbid Duelling, and that our Honour does not lie at Stake, I know not why we would make any Difficulty to obey.

A *Lieutenant* of the *French* Guards, whose Name ought to be transmitted to Posterity, has given us a singular Example of his Prudence and Moderation. He was in *Garrison* at *Lisse* soon after it was taken, and marching through the Street at the Head of his Company, had Occasion for a Pen and Ink to write down some Orders for a *Serjeant* : He caused his Men to halt, and going into a Baker's Shop, civilly desired to borrow the Pen and Ink ; but the brutish Baker saucily answered, he would not lend them to him if he had them. The *Lieutenant* advising him to give better Language, received a Cuff on the Ear from the Baker, which being observed by the Company, the *Serjeants* were ready to stick him with their Halberds, and the Soldiers cock'd their Fire-locks to fire upon him ; but the *Lieutenant* considering the Town was newly taken, and that the King had commanded the *Garrison* to be favourable to the Inhabitants, he prevented the Soldiers from doing any Injury to the Baker, and commanding them to march, stood himself at the Shop-door till all the Company had passed, lest those in the Rear might have fallen upon the Baker, had the *Lieutenant* led them. The King was soon acquainted with this Affair, and was so well pleased with the *Lieutenant's* prudent Behaviour, that he gave him the Command of the first Company in the Guards that happened to be vacant.

WE may conclude from hence, that it is always best to do our Duty ; and since that obliges us to curb our Passions, ought we not to do all that is in our Power not to give any Cause of Complaint against us ? But to return to our Purpose : We ought to shew

shew ourselves very discreet and modest when we are at a General's Quarters, and this is most rigorously to be observed at the King's Quarters, and so the General's House or Quarters are called : To which purpose I remember a Passage I saw in the Year 1676.

THE Marquis *de Rivarolles* having won five hundred Crowns from the Marquis *de Fenquieres*, and not knowing how to get his Money, went to his Tent, which was near the Duke of *Luxemburg*, then General of the Army ; and making a great Noise, would have carried away his Horses for the Debt. The Duke of *Luxemburg* being acquainted with the Cause of the Disturbance, commanded the Marquis *de Rivarolles* to be brought before him, and asking him if he knew whether he was in the King's Quarters, he answered he knew it very well : Then to let you know, replied the Duke of *Luxemburg*, that the King's Quarters are as sacred as the *Louvre*, I will send you to Prison, which he accordingly did ; and when he had thus punished him for his Transgression, he examined the Difference between them, and obliged the Marquis *de Fenquieres* to pay *Rivarolles* what he owed him.



Of the Severity of Martial Law, and the Penalties inflicted on those that transgress it.

THERE are several Motives which induce Men to take up the Profession of the Sword : They who have plentiful Estates, do it to purchase Honour ; and others, to whom Fortune has not been so liberal, endeavour to advance themselves ; and this

this perhaps may be the Reason why they are not so sparing of their Lives. The Motive of the former has more Glory than that of the latter, yet both are commendable, because they are founded upon the Dictates of Virtue ; and each of them is useful to his Country, because they hazard their Lives for her Honour. But there are others, who not having it in their View to raise their Fortunes by glorious Actions, study to enrich themselves by any Means whatever, whose principal Aim is to commit Rapine on all Hands ; and when they have drained the Purses of the People in Garrisons, strive to cheat their Sovereign in the Army, filling up their Troops and Companies with *Faggots* on a Muster-Day : By these indirect Practices a General is deceived on the Day of Battle, believing his Army to be much stronger than it really is. All Nations have made severe Laws against false Musters ; but the Understanding or Fellow-feeling that is generally between the Muster-Masters and the Officers, frequently eludes the Force of those Laws. If an Officer be convicted of making a false Muster, he will certainly be broke ; but the Punishment inflicted on the Muster-Master differs according to the Custom, or Law of the Country : In *France* he is burnt on the Cheek with a hot Iron, which leaves the Mark of a *Flower-de-Luce*, and afterwards sent to the Gallies. These Penalties are generally inflicted with the utmost Rigour ; and one would think that Man was void of Sense, who would run the Hazard of losing his Commission and Reputation, for the small Pay of three or four Soldiers. The Discharge and Reward promised to any Soldier who shall discover a false Muster, is enough, one may think, to deter a *Captain* from such vile Practices, and oblige him to keep his Troop or Company complete : Besides, when the Army marches, there are many ways by which a General may discover the Weakness of a

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Company

Company or Troop : 'Tis a shameful Course for any Officer to take to enrich himself, when there are honourable Means to be used ; and I have seen so many Disasters an this Account, that no Man can be too cautious in avoiding the like. I could produce several Examples of this Nature, but shall only mention the two following, which will sufficiently evince the Rigour of Martial Law in this Case.

AFTER *Maeſtricht* was taken, the Commissary General's Regiment of Horse being put into Garrison at *Lisse*, the *Quarter-Master* of the Colonel's Troop thought he should oblige Monsieur de la Cardonniere, who was then Colonel, by making his Troop pass Muster as strong as he could, and to this End placed three Servants in the Ranks : A Trooper, who had writed a long Time to get his Discharge, which Monsieur de la Cardonniere had often refused to grant, gave an Information to the Commissary upon the Spot, and the Servants were committed to Prison. The Commissary writ immediately to Court about it, and had Orders to enquire whether Monsieur de la Cardonniere had any Hand in it, and if he had, to give speedy Notice : But it was his good Fortune not to be in *Lisse* at that Time, and therefore was not deemed guilty, but nevertheless he durst not speak one Word in behalf of his *Quarter-Master* or Servants. The *Quarter-Master*, after he had suffered a tedious Imprisonment, was broke ; and the Servants had the *Flower-de-Luce* branded on their Cheeks, though Monsieur de la Cardonniere used his Interest privately to save them.

THE following Example, which fell upon an Officer of Note, has something in it very strange : Monsieur de Lucinge, *Brigadier-General* of Horse, and Colonel of the Royal Regiment of *Piedmont*, was in Garrison at *Doway*, when a Trooper of his Regiment, at the Time they were Mustering at the Gates, rode out of his Rank to inform against a
Faggot

Faggot in *Grimaldi's* Troop. The Commissary, who was a Friend to Monsieur *de Lucinge* and *Grimaldi*, and willing to oblige them, pretended he did not hear the Trooper, and by that means gave the *Quarter-Master* an Opportunity to draw the *Faggot* out of the Ranks, and place him in the Rear of the Squadron, which was lawful ; for then if he told the Commissary that he was a Servant who did Duty as well as the Troopers, he might pass him if he would, or refuse to do it, and no Injury would be done. The Trooper still made complaint to the Commissary, pressed for his Discharge and the Reward of One Hundred Crowns, which the King allowed to every one who should discover a false Muster ; the Commissary believing *Grimaldi* had Time enough to draw the *Faggot* out of the Ranks, turned to the Informer and told him, he would do him Justice if he would shew him the Man. The Trooper led the Commissary to the Rank where he had left the *Faggot*, but was very much surprised to see him placed where the Servants stood to be mustered. He would have justified himself, but the Commissary railed at him, and all the *Captains* in the Regiment resolved to use him so scurvily, that he should be an Example to the whole Regiment. They ordered *Grimaldi's* *Quarter-Master* and two Troopers they could confide in, to take the honest Man out of the Ranks as soon as the Muster was over, and to handle him so severely, that he may have Cause to remember what he had done. Monsieur *de Lucinge* consented to the Punishment, and the *Quarter-Master*, pursuant to his Orders, drew out the poor Trooper, and dismounting him, gave him an hundred Strokes with a Cudgel, and then cut off his Ears. The injured Trooper went to *Arras*, where he was cured ; and having told some Troopers there what barbarous Treatment he had met with, advised him to lay himself at the King's

Peet ; and to defray his Expences to *Paris*, made a Collection to the value of a Pistole. He went to Court, and watching an Opportunity, laid his Grievance before the King, at which he was concerned, but would not make any Promise to the Trooper till he had been informed of the Truth of his Relation. He ordered Monsieur *de Louvois* to write about it immediately, and to subsist the Trooper in the mean Time. Monsieur *de Louvois* being informed from very good Hands of the Truth of what the poor Man had asserted, acquainted the King with it, who ordered a Council of War to sit, and not to have any Regard to Monsieur *de Lucinge*, or any other Person whatever, but to do Justice to the Trooper, as might be expected from Men of Honour. The Council having examined all Points with Deliberation, sentenced the *Quarter-Master*, who had cut off the Trooper's Ears, to the Gallies, and the *Captains* of the Regiment to pay the poor Man Six Thousand Livres down upon the Nail for Damage : Besides, they were to guard him to *Piedmont* at their own Charges, and to be answerable for him Body for Body till they left him safe at his own Home. The King approved the Sentence, and to manifest that he expected the *Colonels* to see the Articles of War, and all the Martial Laws, strictly observed, he discarded Monsieur *de Lucinge*, and gave his Regiment to another.

I shall now take Notice of the Orders or Proclamations given by Generals in the Army, and the Severity that is necessary to be used, when Officers or Soldiers are disobedient thereunto ; and Notice thereof is given at the delivering of Orders, after which every *Major* is obliged to read them to his Regiment, that no Man may plead Ignorance thereof. It is no less dangerous to infringe those Orders, than to act contrary to the very Articles of War ; and the Generals in the *French Army* frequently hang

hang up upon the Spot the Violaters of those Orders, without calling a Court Martial : And the same Fate has befallen some Offenders in the *British* Army. It would be endless to enumerate Reasons for making these Orders ; they are sometimes given out to prevent plundering a Country that pays Contribution ; to prevent robbing those who shall bring Provisions to the Camp ; to hinder any one from setting Fire to any Place ; to prohibit any Trooper or Soldier from going beyond the Guards, or the Line ; and the Infringers of these Articles are punished with Death : This has been done in some Cases, where one would have thought so much Rigour ought not to have been used.

WHEN Marechal *Schomberg* commanded in *Catalonia*, the whole Army was two Days without Bread, and the Men cried out for Mercy. *Schomberg*, fearing lest Hunger should cause the Men to commit some Disorders, issued out Orders that none should Pillage upon Pain of Death, which curbed most of the Soldiers. A *Corporal* of *Tesse's* own Troop, overcome with Hunger, and finding a Flock of Sheep in a By-place, took one of them, hoping he should not be discovered : As he was returning to Camp, he had the bad Fortune to meet with Marechal *Schomberg*, who ordered a Provost to be called immediately, and the Dragoon to be hanged on the next Tree. Monsieur *de Tesse*, who was one of *Schomberg's* intimate Friends, hastened to sollicite a Pardon for the poor Man, alledging that he was forced into the Army, and that he was a Son of a Servant of his Mother, who would never forgive him, if the Dragoon should come to such an unfortunate End. *Schomberg* answered him very coldly, that he was sorry he could not grant his Request, for he was resolved to have his Orders punctually obeyed, and the Man was immediately hanged.

DURING the Campaign in *Holland*, the Count *de Chamilli*, a *Lieutenant-General*, commanded a Body of Men about *Maestricht*, and having published Orders for the Security of those who should bring Provisions to the Camp, it happened that a Soldier stole a Peasant, and took from him a Loaf, valued at Two-Pence; this done, he returned to his Regiment, and meeting his Comrade, who was as hungry as himself, gave him half of it, telling him how he came by it. The Countryman came up with the Soldiers, and knowing the Man who had taken his Bread, fell upon him, and called to the Officers to assist and do him Justice. The Officers offered him a Shilling for his Loaf, but the hard-hearted Peasant refused it, and complained to *de Chamilli* in his Tent. The General came to the Regiment, and compelled the Officers to deliver up the Soldiers, who were ordered to cast Lots for their Lives, tho' one only was guilty; and it was the innocent Man's unhappy Fate to be hanged immediately, without being heard. I told this Passage to the Prince of *Conde*, who, after he had disapproved it as too severe, was pleased to inform me, that he was once very much puzzled about a Soldier, who had disobeyed Orders, by going beyond the Guards, after he had forbid it; for the Soldier proved that he was not actually there when the Orders were given, and therefore could not know any thing of them. The Prince, willing to save an innocent Man, and yet loth to give an ill Example to the Soldiers, who might think there was no Danger in transgressing the Orders, determined to have him hanged up at Night-fall, and ordered the Rope to be put under his Arms, after which he sent him three Leagues from the Army, with express Command not to appear any more. This was a good way to satisfy Discipline, and Justice at the same Time.

" DURING

" DURING the late Wars in *Flanders*, National Reflections occasioned many Quarrels, particularly between the *Scotch* and the *Irish* : To prevent these Mischiefs for the future, the Right Honorable the Earl of O——, who was a *Lieutenant-General*, and one of the eldest Officers in the Army, gave out in Orders, That whoever cast National Reflections, and they who should fight a Duel upon that Account, should be immediately cashired. It happened that two of his own Countrymen, and who were Officers in his Regiment, were the first that transgressed these Orders ; and though the General had a particular Value for them, yet they were immediately cashired, as an Example to deter others from offending in the like manner."

THE *Mareschal de Rochfort* having forbid all Persons to go beyond the Camp Guards, sent the Provost and his Men to scour about the Army, with Orders to seize every one they found transgressing those Orders. Among the Prisoners he brought, was a *Lieutenant* of Foot, who having a sick Horse, went to put him into a Meadow : But this did not satisfy Monsieur de *Rochfort*, who called a Court Martial, by whose Sentence the *Lieutenant* was broke.

Not long after, a *Colonel* of Foot had like to have paid dear for having too great an Opinion of his own Power, for believing that Men in his Post were not so strictly obliged to the Letter of the Law, offered to Force a *Captain* of Horse, who was upon Guard, to observe the Order. The *Colonel* drew his Pistol against him, and the *Captain* standing upon his Defence, was shot dead on the Spot. This made a great Noise in the Army, and the King, resolving that a Matter of such Consequence should not go unpunished, ordered a Court Martial to sit upon him. And had not his Relations pleaded that he

he was drunk when he offended, he had certainly been condemned to Death : However he was broke, and compelled to pay the *Captain's* Widow Ten Thousand Crowns.

By these Examples we see that Officers are not exempt from Punishment any more than Soldiers, only the Nature of their Punishment is different ; for when the former disobey Orders they are cashiered, and the latter suffer Death.

MONSIEUR de Ville, in his Book of *Martial Justice*, gives an Account of a Light-Horseman of the King's Guard, whose Head was cut off for assaulting a *Corporal* upon his Duty. This indeed is not a Violation of an Order or Proclamation, but a Subversion of all that is sacred in the Army : For when a Guard is once posted, it is an heinous Offence to insult any that belong to it ; and though a Man may have ever so great a Cause of Complaint against one of them, he ought to defer his Revenge till a proper Opportunity. I saw a very remarkable Passage of this Nature at *Perpignan* : A *Lieutenant* of Horse of the Regiment of *Bret*, who was Son to the *Major* of the same Regiment, had quarrelled with one of his Countrymen, who had listed himself in the Militia of *Languedoc*. As he was going to the Army, he unfortunately met his Enemy upon Guard at the Ciry Gate, and not being able to govern his Passion, drew his Sword, and pursued him into the *Corps de Garde*. The other seeing himself pressed, took Courage, and pushing forward upon the *Lieutenant*, run him through the Body, and he died upon the Spot. The Man was preparing to make his Escape, being apprehensive he should be punished ; but *la Ribitiere*, who was *Town-Major*, coming opportunely, told him that if he was to be punished for any Thing, it ought to be for not having fired upon him when he was first attacked. As soon as *Mareschal Schomberg* was

was informed of the Matter, he was so far from proceeding against the Man, that he caused the dead *Lieutenant* to be formally tried, as a Terror for others.



What a young Captain is to observe upon a March, whether he be going to the Army, or to Garrison ; and where Orders are to be received, either in passing through Frontier Towns, or when come into Garrison.

A *Captain*, who has got the Command of a Troop or Company, either through the Recommendation of some powerful Friend, or on Account of his Quality, and has not been inured to the Service, must be acquainted with what I shall now deliver, to prevent committing very gross Mistakes : If his Troop or Company consist of new raised Men, raw and unexperienced, he must not suffer one of them to go out of his Rank upon a March on any Account ; because raw Soldiers are apt to plunder, believing it is lawful for them to do any Thing : Therefore, as the *Captain* marches at the Head, he should place Officers in the Rear and on the Flank, to take care that the Men do not disperse : But in Case a Man may have *Occasion* to go out of his Rank, the Officer, who gave him Leave, must oblige him to return as soon as conveniently he may, lest he makes *Necessary* an Excuse for perpetrating illegal Actions.

At the beginning of the *Dutch Wars* I saw many young *Captains* who repented they had not taken this Care ; for the Country People, who had been plundered, had sent up Complaints against them ; and when they expected to receive their Pay, they found the Pay-Master had an Order from the King to stop as much as would satisfy those who had been plundered.

BESIDES, it is ill Management to give Cause to have such Complaints made ; for what Opinion can the Sovereign, or General of the Army, conceive of a Man, who upon his first Appearance in the Army, does not take care to prevent the Men, under his Command, from pillaging the Country People.

A *Captain* must not permit his Men to talk loud, or to sing, when they are upon a March ; this is unbecoming a Soldier : Not but they may be permitted, upon some Occasions, to talk to one another, but then it must be in such a low Tone, that they may hear the Word of Command when given, and thereby shew their Duty and Respect to their Officers. When a *Captain* comes within two Leagues of the Place where he is to Quarter, he must detach his *Quarter-Master*, or a *Serjeant*, with Orders to provide Billets ready when he comes : But when he approaches the Frontiers, he must send him away before he sets out, because, as there may be many Troops, the Magistrates may have timely Notice to provide for them all. When he has marched into the Place, he is to draw up his Men, and face the Town-House ; for it would be a Subject of Laughter to turn his Back against it ; and the Magistrates are to come and view the Number of Men, and to deliver Billets for them. But if they should be dilatory in discharging this Duty, which is very prejudicial, especially to the Cavalry, they should be civilly reminded of their Duty : But if it shall appear that they

they are wilfully, or maliciously negligent, I would then advise an Officer, if any of those Magistrates have any Meadow-Ground, to turn all the Horses in there. I always did so when I found the Magistrates ill affected, and then they quickly sent Billets to me. When the Billets are delivered, the *Captain* is to march to his own Quarters, and drawing up his Men in a Line before his Door, is to make the *Quarter-Master*, or *Serjeant*, deliver them, taking first a double List of the Quarters, one to be kept by the *Captain*, the other by the *Quarter-Master*, or *Serjeant*, that if any Fault be committed, they may know with ease who is the Person that offended. The Magistrates cannot remove the Men, when they have been quartered, without the *Captain's* Consent ; and such *Captains* as permit it, manifest that they are ignorant of their Duty. The *Captain* is to punish a Soldier for any Misdemeanour or Disorder committed by him in his Quarters : But if he wounds or kills any Man, he is to be delivered up to the Civil Magistrate, to be punished according to the Laws of the Country.

WHEN a *Captain* comes into a Garrison with Recruits, he is to send to receive Orders, otherwise he will be compelled to do it ; and I have seen great Contests between Officers of good Rank on this Point : Some alledged that the Troops of the Garrison only, were obliged to go for Orders ; and others, that no Body was exempt ; but it was decided, that an entire Troop or Company, lying in a Garrison Town, must do it ; and the Reason given why Recruits were exempted, was, because though they had *Quarter-Masters*, or *Serjeants* with them, yet they had Business enough upon their Hands to take care that their Men did not desert : But it was added, that it did depend entirely upon the Will of the Governours of Garrisons to compel the Officers of those Recruits to send to receive Orders ; and
this

this Point being carried, I would advise to send, that they may make it known that they know their Duty.

WHEN there is a *Lieutenant-General*, or a *Major-General* in Garrison, *Captains* are to send to him only for Orders, otherwise they will be deemed to be ignorant of their Duty. A General Officer commands in every Place where he comes; and I have seen it practised on many Occasions: But it happened that the Governour of a Garrison, who did not know the Limits of his Power, or at least was so vain as to give Orders in Derogation of *Monfieur de St. Lieu*, who was a *Major-General*; and he was not only laughed at for his Ignorance, or rather Presumption, but another Governour was sent in his Room in the heat of the War.

IN the Year 1674, I saw a Thing to which I never could be reconciled: *Mareschal Schomberg* sent *Monfieur de Mornas*, a *Brigadier-General* of Foot, to *Perpignan*, to take care of the Convoys that were to go to the Army, and gave him a Commission to be Commandant. *Mornas*, by Virtue of his Commission, would have the Garrison to receive Orders from him; but *Chatillon*, the King's *Lieutenant*, or Deputy-Governour of the Place, and *Lieutenant-General* of the Province of *Roussillon*, insisted that it was his Right. *Chatillon* had certainly Reason on his Side; for, being the King's *Lieutenant-Governour* of the Province, no Commander could be placed over him by any Person but by the King himself; but *Schomberg*, to indulge his Favourite *Mornas*, gave it against *Chatillon*.

WHAT Reason *Schomberg* could assign for this Action, I cannot imagine; for he very well knew that the King's *Lieutenants* of Provinces, have not only a Right to command *Brigadiers*, but even *Lieutenant-Generals* of the Army, within their own Provinces; except when an Army is upon the Spot,
and

and then the *Lieutenant-General* commands : In all other Cases the *Lieutenant* of the Province commands, even though there be a Body of Men, under a *Lieutenant-General*, sent to Winter in the Country.

BEFORE an Officer sends for Orders, he ought to know who is the proper Person to whom he is to send, that he may demonstrate he understands his Business : But upon a Controversy between a General Officer and a Governour of a Province, I would advise him to submit to the former, because he may serve under him, and never see the Governour again ; not that I can say it is the General Officer's Right. It would be absurd in an Officer to make his Court to a Governour of a Province, rather than to one who may have it in his Power to prefer him.

WHEN Persons of great Quality come into a Garrison, Governours, by way of Compliment, will allow them to give out Orders ; and the Officers are to obey the Governour's Commands ; but it would be a great Fault in them to do it of their own accord.

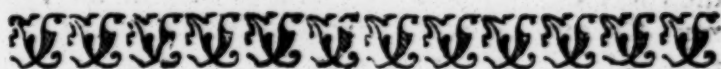
A Deputy Governour of a Province gives Orders in any Garrison within his Province, though the Governour of the Place be a *Lieutenant-General* in the Army ; for the Deputy-Governour represents the King's Person : And this I have seen practised in *Artois* and *Picardy*. The Duke d' *Elbert* gave Orders in *St. Quintin*, and Monsieur de *Pradel*, Governour of the Place, and *Lieutenant-General*, obeyed him : Nay, more had the Marechal de *Crequi*, when he was Governour of *Bethune*, been in his Government, though he was a Marechal of *France*, he must have obeyed the Duke d' *Elbert* : However this Distinction ought to be made, which is very considerable, viz. That when an Army is
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gathering in a Province, he who has the King's Commission to command that Army, commands in all Places.

WHEN any Troops come under the Government of *Lieutenants* of Provinces, the Horse are to salute them with the Sword, and the Foot with their Pikes : But the King's Household is not obliged to salute them, for they are not bound to do it to any but the King himself ; and though they will do it to Generals, 'tis only a Condescension to make their Court to them.

WHEN the *Mareschal d' Albert* commanded the King's *Gendarmes*, I have seen *Monfieur de la Salle*, who was a *Sub-Lieutenant*, beat a Trumpeter for founding a March, when the *Mareschal* came up to the Squadron, and he forbid the *Gendarmes* to draw their Swords ; yet the *Marschal* did not complain, because he knew it was not his due. Perhaps this might be owing to the Variance that was then between the *Mareschal d' Albert* and *de la Salle*, otherwise he might have paid him the Compliment.

" In the *British* Guards, no Officer is to draw
 " out his Guard, or compliment any Body, except
 " the King, and every one of the Royal Family ;
 " neither ought any Soldier, that is Sentinel under
 " covert of any of his Majesty's Pallaces, to rest his
 " Fire-lock to any General Officer, even though it
 " be the Commander in Chief ; this Honour being
 " reserved to the Sovereign and his Royal Issue :
 " But in the *Park*, or any other Place, he is to rest
 " upon his Fire-lock to all the Field Officers in the
 " Guards.



What an Officer is to observe in an Enemy's Country.

IT is impossible to prescribe certain and infallible Rules to the various Accidents and Circumstances of War ; they depend chiefly upon the Nature of the Place, and the Number of the Enemy. However there are fixed Methods to be observed, let the Nature of the Place, or the Number of the Enemy be what they will : As for Example, if the Commander of a Troop or Squadron or Horse marches close to the Edge of a Wood, it would be an Argument that he wanted Judgment ; because the Strength of the Horse consists in keeping in the open Plain, as the Strength of the Foot in keeping in a Wood. A Foot Officer has more Difficulties to surmount upon a March, than an Officer of Horse ; for if the Foot keep too near the Wood, they may be in Danger of falling into the Enemy's Ambush ; and if they keep off so far, they are in equal Peril of being bore down by the Horse, before they can reach the Wood. A discreet Officer therefore will keep at a proper Distance from a Wood, that if it should be his ill Fate to be beaten, he may justify his being beaten in Form. If he be attacked by Horse, he must retreat to the Wood, skirmishing all the Way, till he has got into it ; but if he engages with Foot superior to him, he must endeavour to recover the last Defilee, and drawing up his Men within it, maintain his Ground as long as he is able ; but if he finds that he is over-powered, he must then retreat to another Defilee, and leave a few

Soldiers to favour his Retreat : The Cavalry should use the same Method. Upon a March in an Enemy's Country, they must strictly observe what Places they pass by, that they may not forget to take the Advantage of them, if it should be their bad Fortune to retreat. A *Captain* must send out Scouts before him, giving them Directions what to do ; and they must not ride full speed towards the Enemy, but if they make any Discovery, it is their Duty to send an Account of it to their Commander, and march gently on till they receive his Orders. If they are commanded to charge the Enemy, they must ride upon a Trot, which will cheer their Hearts, and rouse their Courage.

WHEN the Scouts come to a Village, they must examine it, lest the Enemy lie there concealed, and let them pass that they may have the better Opportunity of falling upon the main Body. In this Case the Commander must take one or two of the Inhabitants and examine them, and not relying on their Word, to carry them away as Hostages, and not dismiss them till all the Party be out of Danger ; and if it shall happen that they have deceived him, then he may order them, by the Law of Arms, to be put to Death. A discreet Man should be detached to command the Scouts ; and let their Number be Fifteen or less, Two only are to be sent before the rest, with Orders to look out on the Right and Left, and to ride upon a Trot to ask who they are : The Two Scouts are to be supported by the other detached Scouts, and they are to be sustained by the Party.

IT is better to encamp in an Enemy's Country, than to Quarter in a Village ; for the Soldiers cannot find a conveniency to debauch under a Hedge : And if any Surprise should happen, they will be sober and ready to receive the Enemy ; and it has been observed that they are more serviceable under some Want than in Plenty.

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THE Men must be drawn up when they come to encamp, and having placed proper Guards, the Troopers are permitted to dismount, and the Foot to lie down to rest. They should face the next Town of the Enemies, and such Ground be chosen, if possible, that there may be a Defilee in the Front and Rear, and both well guarded to prevent surprise. If there be imminent Danger, they must lie upon their Arms all Night, and Parties are to be sent out every half Hour to patrol ; and at break of Day Scouts are to be sent out, and upon their return the Party is to march : And it is safest for the Foot to lie in the Woods, which the Horse may likewise do to prevent being discovered, but the Woods must be searched first, lest they fall into an Ambush that may be laid there.

OFFICERS have been defeated for want of these Precautions ; and no *Captain* must suffer his Men to disperse when he comes near the Place in which he designs to Quarter, because the Enemy often lay their Ambush there, hoping to find the adverse Party in Disorder. Besides, it is a shameful Thing to suffer Soldiers to quit their Ranks ; and what Reputation can an Officer expect to gain, who marches into a Town with half his Party, or waits without the Gates till the others come up ? Neither will he be beloved by the Soldiers for allowing them such Liberty, but rather despised for not knowing his Duty.

AN Officer must not be alarmed but upon sure Grounds, and no Report is to be made of any Thing by one who has not seen it himself ; for it will be a trifling Excuse to give a false Alarm, and charge the Fault upon another. He that affirms he has discovered Enemies, when perhaps he has seen nothing but Trees or Cattle at a Distance, must expect to be laughed at as long as he lives ; and People

will be apt to attribute it to Fear, than which nothing is more difficult to efface.

A *Lieutenant* of the Regiment of *Chate*, who was apt to see double, commanded a Detachment that was to support the Scouts, and was supported by a stronger Party than he commanded: The Country through which he marched was enclosed with Ditches and Hedges, so that he could not go far without passing several Defilees. It happened at the same Time to Rain so violently that it swelled a little Brook so high, that he narrowly escaped drowning when he went into it. Having drawn up his Men on the other Side, he fancied he saw the Enemy charge and rout the Scouts; and as the Rain abated, he perceived at a Distance a Shepherd's Cote and Sheepfold, and two or three Cart Loads of Corn: He believing that the Carts were as many Squadrons of the Enemy, and the Sheepfold a Battalion, sent Word to the Officer who sustained him, that the Scouts were either killed or taken, and in his Opinion the safest Course they could take was to retire, for the Enemy were stronger than they. He who commanded the Party, being a young Officer, took his Advice, and retreated without examining any further. He acquainted the General with what had happened, and gave a plausible Account of the imaginary Danger they had escaped. But as every one was talking of the Misfortune of the Scouts, they were much surpris'd to see them return safe to the Camp; and it appearing that the Fault was in the Officers, the General ordered them to put in Arrest, and being brought to a Court Martial, they were broke. The *Lieutenant* narrowly escaped a worse Treatment, because, in affirming that the Scouts had been beaten, he reflected on the *Cornet* that commanded them, who was a Man of Quality and resented the Matter.

By this we see that a Man must be careful, not only of what he says, but what he does, because he will not be suffered to go unpunished if he takes away another Man's Honour by his ill Tongue.

As dangerous as it is to be frightened or to take a false Alarm, so it is no less so to run into Danger indiscreetly; because Indiscretion sullies the Beauty of brave Actions: Both Extreams are equally culpable.

THE Marquis of Genlis, Colonel of Horse, coming to *Tongres* in the Year 1663, had a Convoy granted him to *Maseyk*: He had Fifty Horse under the Command of a *Captain*, *Lieutenant*, *Cornet*, and *Quarter-Master*. The *Captain* detached his Scouts under the Command of the *Cornet*, who was a brave Man, but had more Courage than Conduct: He had not marched two hundred Paces on a Causeway (without looking to the Right and Left) when he discovered a strong Squadron on the Left, and a Party of Fifty or Sixty Men, who having lain flat on their Faces, started up as soon as he got far enough on the Causeway. He halted, and designing to retreat, saw the like Number of Foot behind him with their Pieces presented. In this Extremity he took Courage, and charging those who were in the Front of him, rode over them, having killed the Commanding Officer with his Pistol. This done, he hastened to *Maseyk*, while the Marquis *de Genlis*, who was an Eye Witness to this Action, retreated to *Tongress*, and giving an Account of what had passed, the *Cornet's* Valour was applauded, but his Indiscretion blamed.

It is fit, as I observed before, speaking of the *Lieutenant de la Chate*, that an Officer refrains from Detraction, because it is odious to all Men, and instead of gaining Esteem, they too often give Cause to suspect their own Virtue. Marshal *Turenne* could not endure to hear any one ill spoken of;

of; and he has often taken the Part of those with whom he was but little acquainted, and reprove those who spoke ill of them. When an Officer had the ill Fortune to be beaten, to prevent his being accused of Cowardice, he would give him the Command of another Party; and if he happened to be worsted a second Time, he would detach him again until he had got his Revenge; and then taking a Pleasure in justifying him, would relate the Particulars of his last Action in such Manner as removed all the ill Opinion that had been conceived of him before. He used to say, *That no Man ought to be valued the less for being beaten; and if they must all lose their Reputation who had been defeated, he must have lost his long since.*



What an Officer is to do when he first comes into the Army.

WHEN a young Man, who has never been in the Army, comes into the Camp, he hears a Language spoke to which he is a Stranger; as the Camp Guard, the Picket, the Standard Guard, the Orderly Duty, the General's Guard, the Main Guard, and the Bivac; these are what he must understand, and therefore are thus explained:

THE Camp Guard is that on which all the Army relies, and has its several Posts by Day and by Night: The Posts by Day are very remote from the Camp, and on the Way which the Enemy may come, to the End that the Army may have timely Notice, and be under Arms if the Enemy appear. The Posts by Night are near the Army that it may not be cut off by the Enemy. In the Day time this
Guard

Guard generally dismounts, and detaches a small Party beyond it, and that little Guard posts Vedets, more or less in Number as there is Occasion : This little Guard also dismounts, and only the Vedets remain on Horseback, and are relieved every Hour. There is also a Vedet posted next the Army to give Notice when the Generals approach, for then all the Guard is obliged to mount, and to receive them with Sword in Hand, except there are express Orders to the contrary. The *General, Lieutenant-Generals, Major-Generals, and Generals* of the Horse, are to be saluted with Sword in Hand. The Guard must not dismount in the Night, and yet must keep a small advanced Guard beyond it as in the Day ; but a Vedet must be posted between it and the small Guard, with Orders to listen carefully if he can hear any Thing, and hasten to the Guard to give an Account what it is. The Commander of the small Guard is to give Information of what he discovers to the Commander of the great Guard, and he to the General of the Horse ; and he that commands the small Guard must not suffer his Men to dismount upon any Pretence whatsoever ; and the Vedets posted by Night must be double, because being two in Number they will be less inclined to fall asleep : They are to be relieved every Hour ; but before they return to the Squadron, they must go out upon discovery, and then they have a Word or Signal given them, that no Disorder may happen if they chance to meet. If a Vedet deserts to the Enemy, the Word must be changed, and the General of the Horse must have Notice given him of the Desertion ; for they seldom fail of being attacked, the Enemy endeavouring to make their Advantage of the Word they have got : The same Precaution is to be used when any of the Scouts are taken. The Officer who commands the Guard must never dismount, but continue to visit his little advanced Guard every

every quarter of an Hour, to see that all Things are as they should be : But if he cannot refrain from Sleep, he must desire the Officer next in Command to have a sharp Eye, and to awake him, if any Thing happens. The Enemy generally make their Attempt at break of Day, and when any Thing appears he must give Notice to the General ; but he must never quit his Post, because the Guard is placed for the Security of the Camp ; and if he offers to fight, unless he be attacked, it will be an Indication that he is ignorant of his Duty. However, if the Enemy attacks any small advanced Guard, he must hasten to sustain it ; yet if there be two little advanced Guards, and one of them be attacked, the other must not stir, lest while they go to succour the other, the Enemy may pass that Post ; and therefore they must wait the Orders of the Commandant of the Guard. The Camp Guard is relieved every twenty four Hours, and he that relieves it has always his Sword in his Hand, and the Right-hand of him that is relieved.

THE Picket Guard are Detachments that remain in the Camp, and always ready to march where they are commanded, therefore the Cavalry are always booted and their Horses saddled ; by this means Men are in a Readiness to march where there is need, and a General cannot be surprised. The Business of the Picket, when the Army decamps, is to look to the Ways, and that such Care be taken of them that the March of the Army be not retarded ; and they are often the Rear Guard.

THE Standard Guard is at the Head of every Regiment of Horse, to guard the Standards. The Troopers who mount this Guard, are to be booted with Sword in Hand, though they be on Foot : The Duty of this Guard, during the Night, is to see that nothing be done in the Regiment that is indecent, and take care that nothing be lost. The Colonel has

has generally a Trooper of his Guard to stand Sentinel before his Tent ; and he is relieved every Hour ; yet this is rather Custom than a Rule in War.

ORDERLY Duty is a Man detached from every Regiment of Horse to the General of the Horse's Tent, to stay there and carry Orders : Thus if any Thing happens, he dispatches them, and those Regiments are under Arms immediately.

THE General's Guard is to honour his Character, the Foot only mount, and are commanded by a *Captain*. The *Lieutenant* and *Major-Generals* have their Guards, which are mounted by *Serjeants*. The Officer always dines with the General, and room is made for him let who will be there. This Guard is taken by Course like the rest, and relieved every twenty four Hours.

THE Main Guard and the Guard Ordinary, are those that serve for the Guard of the Camp : The Main Guard is mounted by Detachments of the Army, according to the Number that is required. These two Guards have different Posts in the Day, but join at Night ; and if there be neither *Colonel* nor *Major*, the eldest *Captain* commands both. He that deserts when upon Guard, or on the Vedet, is punished, if taken, with more Severity than if he does it at another Time. At *Lisse* a *Swiss* had for this Offence his Nose and Ears cut off, and afterwards he was hanged : And during the Campaign in *Holland*, a *Captain* of the *Italian* Regiment being taken with his whole Company, which he was carrying over to the Enemy, he and all his Men were hanged at *Emerick*.

THE *Bivac* is Guard used only in Sieges, and when the Enemy is strong and near us ; the whole Army mounts it together, or else half of it, as Necessity requires. It mounts at Night, and goes off in the Morning. It is kept very exactly, especially if there are no Lines of Circumvallation ; for when they

they are finished there is no need of so many Men to lie upon the *Bivac*.

HE that desires to understand these Guards, must be upon the Parade on Horseback every Day, and follow one Guard one Day, and so by turns to see how they mount and dismount; and when he is commanded on the Guard Ordinary, he must gather the Men at the Head of the Camp half an Hour before the Time appointed, and lead them to the Rendezvous, that the General may find them there, and observe his Readiness for the Service. There are severe Judges of our Actions, and if we fail, either in point of Courage or Conduct, they will quickly discover it, and therefore a Man ought to be very exact in all that relates to the Service, for the sake of his own Honour and Reputation.

AN Officer ought to inflict exemplary Punishment upon such Men as rob, or steal any Thing; and a Trooper ought not to be caned, though it is customary to cane a Foot Soldier. An Officer is answerable for all the Robberies committed by the Men under his Command, if they be committed upon those who are subject to us, but to plunder in an Enemy's Country may be allowed. The Prince of *Conti* caused all the Damages done by the Army, which he commanded in *Catalonia*, to be repaired; and a *Captain* being asked why he would not suffer his Men to take so much as a Fowl, answered, he had Sins enough of his own, without burdening himself with other Mens.

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What an Officer is to do when the Command that was his due is given to another, or when he is commanded out of his Turn.

IF an Officer be commanded upon a Guard of Fatigue, he must not refuse to obey, because the Service must not be retarded ; when he is relieved he may complain, and then he that put him on wrongfully will be checked. However it is better not to complain the first Time, especially if he be a young Officer, but let him tell the Person who puts him on, that he will make a Complaint if he serves him so again. As for Commands of Honour, an Officer cannot be put by them without doing great Injury, and there he should complain of the Adjutant, who knows it is his Turn, and sends another in his Place : However if the General should command another, and he be a known Partizan, that will be no Dishonour to the Officer, whose Turn was to go ; for the Profession of a Partizan is Ground enough to satisfy all others, that he knows something more than they. The Employment of a Partizan is a nice Thing ; for it is not sufficient alone to have Courage and Conduct, he must also be successful : And he will be more valued for his Success, than for the Method he takes ; and unless he be very lucky, he will not advance his Honour or Fortune, for he is valued no further than he is useful. A Partizan must be sure to charge the Enemy, whether he be strong or weak ; for he would be laughed at should he let the Enemy go off without fighting. A certain great Lord, who, when he first came into the Army, commanded two or three Parties, and

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did

did nothing ; and meeting the Enemy a fourth Time, who was much stronger than he, the Lord retired into a Wood, and sent to the General to desire some Foot to bring him off ; upon which, Word was returned to him, that a Partizan must not ask for Assistance, especially when he had been three Times abroad before, without drawing his Sword ; and no Relief was sent to him. He that engages first in the Night for the most part gets the Better, for the Enemy imagines that he is superior to him in Force : And let a Man take care not to be imposed on by fair Speeches ; for though they say they are on the same Side, the Officer must be upon his Guard until it plainly appears to be true. An Officer of Horse being abroad with a Party of Forty, met a Party of the Enemy of much the same Force, the Scouts asking who they were for, they answered for *France* ; which the *French* taking for granted, dropt their Carbines, and came up friendly to them ; but the Enemy firing upon them unawares, some were killed, and the rest taken.

THERE are some who make use of other Mens Passes, which is a subtile Artifice, and ought to be nicely looked after, for fear of being deceived ; for a Pass may fall into the Enemy's Hands, who will make the best Use of it.

A *Lieutenant* of a *Swiss* Regiment that was in Garrison at *Maestricht*, being sent abroad with a Party, met the Enemy, which he put to flight, killing the Officer that commanded it : Among his other Papers, his Pass was found. As the *Lieutenant* was marching he met a Party of Horse of the Garrison of *Luxemburg*, and finding himself too weak, said he was of their Side, and produced the dead Officers Pass. The Enemy's Officer, believing all was true, put up his Arms, and suspected nothing, they both marched friendly to a Village. He put all the Horses into the Church-yard, and having

having posted his Vedets, went with most of the Troopers to an Inn, as if all had been safe : The *Swiss* laying hold of the Opportunity, left part of his Men in the Church-yard, and went with the rest to the Inn ; he found the Officer and his Men at Dinner, and took them all without Opposition, and returned to *Maestricht*, where he got great Reputation by the Action.

THE Troops that belong to a Garrison, and go abroad upon Parties for several Days, take Passes with them, otherwise they may be looked upon as Robbers : However these Passes have a limited Time, and when that is expired, if they fall into the Enemy's Hands, they are not treated as regular Troops. As for Parties detached from the Army, they have no need of Passes unless they go very far into the Enemy's Country, for then they will have as much occasion for them as if they belonged to a Garrison. The Reason is, because when they go so very far, they seldom exceed Seven, Nine, or Eleven, and without they had a Pass, it would be a hard matter to know whether they were Robbers or Enemies.



Of Parties, and the necessary Precautions to be used upon them.

HE that will be a good Partizan, must necessarily be well acquainted with the Roads, Ways, and Places of Ambush : for he that trusts to a Guide will be in danger of being beaten ; and a good Partizan will traverse to the Right and Left, to deceive the Enemy, and will use the same Precautions as if he were pursued. An Ambush must not be laid but at Night, to prevent many Inconveniences that may happen.

pen. When Vedets or Sentinels are placed, they must be double, and not perceived by the Enemy: The Vedets must not dismount upon any Pretence whatsoever; and the rest of the Party must also keep mounted. If they are Foot, the Soldiers must lie upon their Arms, and not fall asleep; and no Stone-Horses should go upon a Party, lest their Neighing discovers what ought to be concealed. The Officer must take care that profound Silence be kept, and he should march through the Ranks to see his Men be awake. His Scouts must be sent out in the Morning, and not in the Night; and this is to be done before Sun-rising, lest the Enemy have Notice given to them, and cut off his Retreat: They must march very cautiously till they come into the Camp, for the Enemy often place their Ambush at the Entrance into the Camp, imagining that the Nearness will make the Officers careless of their Duty. When an Officer has Orders to get Intelligence at any Rate, he is to rise out of his Ambush upon the first that comes, and take care they be near enough before he fallies forth, otherwise it may be said he had no great mind to Fight. He that would be esteemed a good Partizan, must not come home twice without bringing some Prisoners: And I think a small Party is better than a great one, because the latter cannot well march without being discovered, but the March of a small one is easily concealed. Upon these Occasions an Officer must carry a Carbine, otherwise he exposes himself to the danger of being killed the first, and by his Death the Party may be defeated. Some are for preferring the safest Methods at the more honourable; I will not pretend to deliver my Opinion, because when the latter meets with Success, the Glory of it is much the greater.

WHEN Monsieur de Rochefort commanded the Forces at the Blockade of *Maestricht*, he received Orders to break it up, and fearing the Garrison, which

which consisted of Ten Thousand Men, should fall upon his Rear, gave Orders to march at Midnight without beat of Drum, or firing the Camp. This Action was discreet, but all Men did not approve it; and Monsieur *de Chazeron* having Orders to take upon him the Command of those Troops, and to join Monsieur *de Turenne*, he on the other Hand continued two Hours drawn up in Battalia; within Cannon-shot of *Maestricht*, to draw out the Garrison. Monsieur *de Rochefort* thought he could not be too secure as Matters then stood; and Monsieur *de Chazeron* thought he could no less for the Honour of his Country than to carry it as high as he could. All I shall say is, that there were more who applauded Monsieur *de Chazeron* than Monsieur *de Rochefort*.



How an Officer is to behave himself in Fight.

JUDGMENT is one of the most necessary Qualifications in an Officer, which is shewn by his knowing how to govern himself, especially in a Battle: If a Man be of a hot and passionate Temper, People will be apt to think that those uneasy Effects are produced from Fear; and yet he must not affect so much Calmness, as that it may be imagined to be the Consequence of Pusillanimity; for Soldiers, who are susceptible of the least Impression, will easily partake of the Cowardice of their Officers. He that would exhort them to behave themselves well, should carry a pleasant Countenance, and encourage them in such a Manner, that it may appear he has Presence of Mind to command, and Courage to lead them on. Soldiers, who are forward of them-

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selves should be encouraged by Discourses, which put them in Mind of Honour and Glory, rather than of Shame and Disgrace. Besides, most Men being full of Vanity, cannot endure to be told of their Faults; it is therefore much better not to talk to them of any Thing but the Confidence that is reposed in their Valour: But if in Fight they should offer to quit their Ranks, then Threats and Reproaches must be used.

A Horse Officer must take care to be well mounted on the Day of Battle; and he should chuse a Horse that has a good Mouth, for if he carries him into the Enemy's Squadrons, his Life or Liberty lies at stake; and if he takes the contrary Way, his Honour will be in Danger; for who can prevent ill Tongues from imputing this Accident to Cowardice: *Landresse*, Major of the Regiment of *Chate*, lost his Life for want of this Precaution; for his Horse being hard mouthed, and the Major pursuing a Soldier that ran away, he was contemned by the Army, and to recover his Reputation was obliged to expose himself too much upon the first Opportunity, and had not the good Fortune to come off.

AN Officer should not ride a fleet Horse on the Day of Battle, except he rides him usually at other Times, lest he gives occasion to have it said that he chose that Horse to run away the faster. He must take care to have his Horse's Buttocks within the Front Rank, and the Ranks so close that they may not be broke; for the Strength of a Squadron consists in being kept close. In pursuit of the Enemy, the Squadron must be kept in Order of Battle; and if they come to a Defilee, make a halt, till all are past, and then form again. When a Battalion or Squadron is formed in the Face of an Enemy, the best Way is to form them by Ranks, and not by Files. Where there are Ditches or Hedges, an Officer of Horse must take care not to get too far from the

the Foot, lest he should want their Assistance; and therefore Platoons should be always placed between the Squadrons. When the Enemy is routed, the Men must not stay for Plunder, for by that Means the Enemy will gain Ground, and get off safe: And as there is a Season for all Things, it is not a Time to plunder when the Enemy is before the Soldiers; for if this were allowed, the Enemy might rally, and change the Face of Affairs: Besides, their Flight may be a Stratagem or an Amusement to get an easy Victory; and Armies have forsaken their Waggon and Baggage to deceive the Enemy, and fall upon them when they thought themselves securest. There are Rules for plundering as well as for every Thing else, and Detachments are generally appointed for it; but such is generally the Greediness of Soldiers, that unless the Officer stops them, they will not have so much Patience. Prisoners taken in Battle are to be put into the Hands of Men detached to secure them. If Soldiers will not refrain from Plunder, when they are ordered another way, one of them should be shot, as an Example to the rest; and they, who survive, will have the more Value for the Officer when they come to themselves, and acknowledge that he was in the Right. *Should be shot as an Example to the rest.*

That an Officer is to understand his Duty in Garrison as well as in the Field.

THERE are two Sorts of Garrison; the one on the Frontiers, and the other more remote in the Heart of the Country; and though the latter seems not to require any great Experience, yet Difficulties sometimes arise, and a Man would come off very

very ill, should he altogether fail in them. Service is done in Frontier Garrisons in the same manner as in the Army, except Orders, which are not always given by the same Person. Every Man is detached in his Turn, either to mount the Guard, or for Parties, and they are to patrol every Night. If any Alarm happens, the Foot go to the Ramparts, and the Horse to the Place of Rendezvous, or the Esplanade, having received Orders from the *Town-Major*; for till then it is enough for every Officer to gather his Men, and have them ready to march at Command. But as Troops are often posted in Villages and Castles, which are so advantageously seated that there is a Necessity of keeping them, then the Commanding Officer must know how to behave himself, because he has no Body to rely on. If he be posted in a Village, he must secure all the Avenues, and fortify himself in the Church, if there be any, or in a House that is tenable. There must be a Guard by Day and Night at the End of the Village, except when it is in danger of being cut off, and then it must be posted at the Barrier; and this Guard should be constantly visited by Night, and at break of Day, because those are the Times when the Enemy put their Designs in Execution. If Orders are sent to advance a Guard, in the Day-time, five or six hundred Yards from the Village or Castle, more or less, according as the Country is enclosed, then he must take heed not to post it before he has sent out to make a Discovery; and the Scouts so sent out are to be taken from the Guard that is to be posted, which continues under Arms while they are abroad, as does all the rest of the Garrison. At this Time the Garrison is to advance to some convenient Place, where it continues drawn up, leaving only those who are upon Guard in the Church or Castle, and those under Arms, until the Garrison returns, which they

they are not to do till the Guard that is relieved become back. The advanced Guards are to be drawn off at Sun-setting, and the Guard in the Church or Castle is to be under Arms until it returns. Less Fear is to be apprehended in such Places than in weak Towns, because the Enclosure being smaller, there is generally no danger of the Enemy but from one Side, and it seems to be safe enough if a good Guard be kept. In such Garrisons as these, one Sentinel or two must be placed in the Steeple; and two is better than one. This is what may be said of Frontier Garrisons in general, for I need not speak of the Signals to be made to one another for Succour in Time of Need, for that is according to the Nearness of the Quarters, or to the Orders an Officer has received, who must never quit his Garrison (of his own Head) upon any Pretence whatsoever.

As for Garrisons or Quarters which are remote from the Enemy, though they seem not to require any great Experience, yet they ask more than one would think, because Contests often arise between the Officers and the Inhabitants. Sometimes the Inhabitants will have the Soldiers pay like other Men; and sometimes the Officers are for paying nothing; The general Rule is, where the Prices are not settled, they are to pay a saving Price; that is, a Soldier shall pay as the Commodities are sold by Wholesale, and not by Retail; and an Officer is to take care to give Warning that the Soldiers are not credited to the full Value of their Pay; for they must be treated according to their Purse, and not according to their Fancy; and the Officers are to see the Quarters cleared. If they are to remove their Quarters before their Subsistence-Money arrives, then the Commanding Officer must give Notice to the Inhabitants, which the Agent or Pay-master is to pay, and so stop it from the Soldiers.



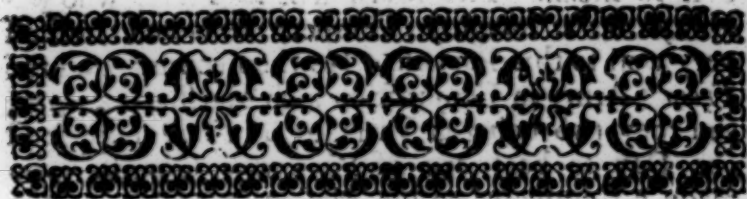
Of the Power of Commissaries.

THE Duty of *Commissaries* consists in mustering the Forces, in taking an Account of Quarters, of Forrage, and of all Disorders that happen upon Marches. I would advise that they be treated with Respect rather than with Incivility; but they must not be presuming, because it is in their Power to oblige Officers, for they cannot lay an Obligation on any Man without failing in their Duty. *Monfieur de St. Simon*, a *Colonel* of Horse at *Arh*, being informed that the Hay in the Stores was bad, cudgelled the Store-keeper, and told the *Commissary*, who took his Servant's Part, that Thieves always sided together. The *Commissary* saying that he would complain to *Monfieur de Louvois*, *St. Simon* gave him other hard Words, and lifted up his Hand as if he would strike him. The *Commissary* went Home, and sent his Complaint to *Monfieur de Louvois*, who ordered *St. Simon* to be confined for a Fortnight, and then to beg the *Commissary's* Pardon before the Head Officers of the Garrison; and *St. Simon*, though a haughty Man, was forced to submit to it. *St. Andre*, a *Brigadier* of Foot, and *Lieutenant-Colonel* to the Regiment of *Sanx*, a very brave but passionate Man, cudgelled a *Commissary*, because, having seen him at *Perpignan*, he mustered his Regiment, which lay about in the Country, without giving him Notice of it. *St. Andre* was suspended, and would have been broke had not his Friends pleaded his long Service. These Extravagances are very dangerous, and the wiser Sort avoid being guilty of them, not only towards the

the *Commissaries*, but towards any Person, though ever so mean. The Marshal *de la Ferte*, who was always of a haughty Temper, delivered himself very well to this Purpose: He then commanded the French Army in Conjunction with Marshal *Turenne*, and they two being at Variance, *le Ferte* happened one Day to beat one of *Turenne's* Guards, who made a Complaint to his Master, representing the Action in the most heinous Manner; but *Turenne*, instead of being angry, told him he must needs have given *le Ferte* some great Provocation, and ordered the Captain of his Guards to carry the Man to *le Ferte*, to be dealt with as he thought fit. *Le Ferte* was much surpris'd at *Turenne's* Moderation, and turning to those who were about him, and owning that he was much in the Wrong, said that Monsieur *Turenne* would ever be as wise as he himself was foolish.

THE Store-keeper of *Joinville* was hanged for giving out rotten Forrage, and under Weight; and afterwards a *Commissary*, having been accused of combining with the Store-keeper of *Dunkirk*, had much ado, with the Help of many Friends, to avoid the same Fate, but lost his Employment. *Commissaries* and Store-keepers agree among themselves sometimes to cheat the Troops; but if an Officer complains, they shall be obliged to make Satisfaction for what is paid in Money, which is much better for the Officer than hanging them.





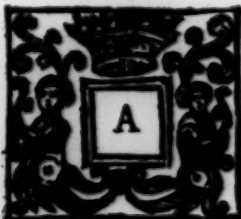
THE

Duties of GENERALS,

CONTAINING

The Order of Marching, of Encamping, Fighting, and Attacking and Defending, strong Places ; also the Manner of Surprising and Attempting upon Towns, Quarters, and Armies.

The Choice of a General, and of the Qualities requisite in the General of an Army.



PRINCE can never be too cautious in the Choice of such Persons who are to fill the great Posts of *Generals* ; for the Preservation or Loss of Kingdoms often depends upon the Conduct of those who are entrusted with the Command of Armies. Though a *General* be not obliged to act himself in all Parts of War, yet

to

to be able to give a good Account of his Employ, it is requisite to shew wherein it consists, and how he is to behave himself in every Circumstance. The principal Points are to order an Encampment, to post the Camp Guard, to march an Army, to draw it up, to give Battle, to attack Enemies Quarters or Towns, to form a Blockade, and lay Siege to any Place. He must understand what Train of Artillery is requisite, in Proportion to the Strength of his Army, and what he is capable of attempting; and also from whence he is to have his Provisions and Ammunition, and what Money will be allowed to pay his Men, to defray the Charge of Works, for his Provisions, Artillery, and Hospitals, and for secret Service, upon which Matters of the greatest Importance frequently depend: "And that this
 " last Article ought not to be made publick, we
 " have the Instance of a late Prince, who being
 " pressed that the *General* of the Forces (and he
 " was one of the most consummate *Generals* that
 " ever lived) might discover what were the secret
 " Services for which he had charged several large
 " Sums of Money, would by no means be prevailed
 " upon to have them divulged."

As it is not Courage nor Conduct alone which will make a *General* always successful, so he ought to be endued with both those Virtues; for War is a Profession in which a Man must often Act as well as Think and Command. His Courage should be back'd with Zeal, and this noble Passion will strengthen him, and cover other Defects in Nature; it rouses up in him a Spirit to find out Means of attempting something Extraordinary against the Enemy, and makes him employ all his Thoughts upon being serviceable as Occasion offers. I take Courage, Conduct, and Zeal, to be the principal Qualities requisite in a *General*; and if a natural Inclination to War attends these Qualities, there are

scarce any Difficulties which may not be surmounted. It is this hidden inward Impulse, which leads us to follow that Profession we are fittest for, and its Power is so great that it appears in small Actions of our Infancy, long before Reason has taken the Government of our Senses. Probity is a fourth Quality essentially necessary in a *General*; and it is this Virtue which informs a *General* that he is not to employ the Forces his Prince intrusts him with, any otherwise than for the good of his Country; and that he must not make use of them to commit Rapine and Violence on his Subjects, nor even on his Enemies, except it be for his Prince's Advantage. To be knowing in the Map of the Country, to be well read in History, to be well discoursed, to have a good Mien, to live amicably among the Generals, Officers, and Soldiers of Confederate Princes, as well as among his Men, and to have a good Constitution of Body are other Parts that contribute to make a perfect *General*; and to these we may add those Qualities which were not in the Gift of Nature, but which have been acquired by Industry, and over all which Virtue presides, and adorns with its noblest Dictates: But notwithstanding all these noble Qualifications and Embellishments, there is one main Ingredient wanting to form a perfect and complete *General*, that is, EXPERIENCE: 'Tis this which settles a solid Judgment, and makes a good Choice amidst Variety of Thoughts that occur among Variety of Accidents. It is this which must be consulted with Reason in the most arduous and important Affairs, and will give us a true Knowledge drawn from those several Events, where it has been a Witness to Errors committed, and brave Actions performed. He who designs to raise himself to the greatest Commands in an Army, ought to inform himself not only by practising the Duties of those Posts he aspires to, but by gathering from Books, and from the Dis-
courses

courses of those who speak well of War, all those Lights and Instructions which may direct him how to behave himself in diversity of Accidents which War naturally produces. Thus he will see many Battles fought in a short Time, Towns defended and attacked, and be present as often as he pleases in the greatest Exploits of War; and by making good Observations on the good or bad Conduct of those who command, his Judgment will be refined, and he will acquire such Knowledge as will enable him to take upon him the greatest Commands, and discharge them with Success.



Of Encamping.

TO mark out a Camp is the Duty of the *Major-General* of the Day, unless it be designed that the Army is to continue there any Time, and then it is the Duty of the *General*: For the well ordering of this, he must know the Number and Post of the Troops which compose the Army, what Train of Artillery there is, and what Provisions. He is to take with him the *Quarter-Master-General* of the Army, the *Quarter-Master-General* of the Horse, the *Quarter-Masters* of each Regiment of Horse, the *Majors* of Foot Regiments and their *Quarter-Masters*, a *Commissary* of the Artillery, and a *Commissary* of the Provisions. The Head Officers of the Army must each of them send one of their Guards to take up their Quarters; and the *Provost-Marshal* or his *Lieutenant*, with part of their Men, must attend the *Major-General*, to be the first upon the Quarters to prevent any Body from Foraging. The *Major-General* must take a Guard

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sufficient

sufficient to conduct him safe to the Ground on which he designs to encamp, and carry Horse and Foot enough with him, if he is apprehensive he shall meet with any Opposition from the Enemy ; and if he has not, he then may leave the Army a League distant from the Place he designs for the Camp, but if he has, then he must not leave them above a Quarter of a League behind him. If he is not acquainted with the Way, he must take Guides with him, and some Officers of the Train, with Pioneers, and Cart Loads of Tools to make the Ways easy for the Army to march ; and if there be much Work to be done, a Guard must be left to secure the Pioneers. He must detach a Party before him to go and view the Ground, and on the Right and Left, to prevent Ambuscades, and to appoint them a Place of Rendezvous, which is generally on a rising Ground, the Way he comes to them, if he has not a particular Reason for not shewing himself. If the Detachments are not returned when he comes up to the Place of Rendezvous, he must halt there till he has Intelligence of them, and send out Parties the Ways they should come ; and he must not take the Ground till he has heard of them, or at least till the Ground has been nicely viewed. He is to regard the Conveniency of Forrage, of Springs, Brooks, Marshes, of Encamping, of Wood, the Goodness of the Way, the Conveniency of filing off to march the next Day, and the Distance of the Place from whence the Army sets out, that the March may not be too long or too short.

If the *Major-General* cannot be so fully informed, as he could wish, to make a good Choice of the Ground to encamp on, he must send Persons who can make a judicious Report, and then he must send part of his Guard beyond the Place of Encampment, who are to continue their upon Guard till they are received ; and several Scouts shall be sent
out

out to examine all the *Parts* about the Guard. If the *Major-General* has more Troops than are necessary for the Guard of the Quarters, he shall order them to dismount, and let their Horses graze. He shall leave a small Guard on that Side by which he came ; and if from an Eminency he cannot discover all round the Quarters, he then shall ride over all the Ground, and in the mean Time the *Quarter-Master-General* shall mark out the Ground, and divide it among the *Quarter-Masters* ; and if there remains any, after the General Officers have their Ground, it must be given to Officers of Regiments for their Baggage, they being obliged to encamp with their Corps : And the *Quarter-Master-General* is to make his Report to the *Major-General*, that he may lodge the *General's* Guard by his Quarters, and the others who are to be about him. He shall shew the *Majors* of *Brigades* the Ground that is allotted to each of them, and the *Quarter-Master-General* of the Horse where he is to encamp ; he shall also appoint the Place for the Cannon, and the Park for the Train and Provisions. He must encamp as near as possible to a River or Brook ; and if the Enemy is near and strong, the Troops shall encamp all on one Side. If the Enemy is beyond the River in respect to the Army's March, they must not pass over, untill all the Passes are lined with Cannon and Musqueteers, that the Army, desiling in a short Time, may not be engaged by piece-meal ; neither must the Passage be attempted, except there be Day-light enough for all the Army to pass : But if there be any Cause to fear that the Enemy, taking the Advantage of the Night, may entrench themselves on the Bank of the River, and so render the Pass the more difficult the next Day, then the Troops are to pass as fast as they come up ; and the Post they take ought to be deemed an advantageous Field of Battle, rather than a convenient Lodgment.

If the Enemy be not far off, then the *Major-General* shall cause the Cannon to be posted on the Side next to them, if not, at the Head of the Road they are to march next Day.

THE Park of the Train is generally near the Cannon, but in Case of Danger, the safest Place is about the Camp, because an Army may be routed by losing its Ammunition. The Horses of the Artillery are to encamp or graze near the Park.

THE Provisions are for the most part near the Artillery, and the Bread-Carts are drawn up in a Ring to enclose their Horses ; but it is better to enclose the Ammunition with them, if you fear the Enemy.

THE Cavalry is to encamp the nearest to Water, and to Orchards or Hedges, if there are any, that they may have Time to mount, and not be surpris'd, in Case of an Alarm ; and Ways should be cut a-cross them towards the *General's* Side to receive Orders, and towards the open Plain, to march out to the Field of Battle.

THE Camp of the Horse is covered with that of the Foot, leaving the Space of Fifty Foot between them ; but if the Foot are so weak that they cannot cover the Camp of the Horse, then they are to encamp on that Side that is most expos'd to the Enemy, The Troops are to have their Backs towards the Quarters, and to face Outwards ; and their File, or Row of Huts, begin three Paces from their Arms, which are always in the Front. The *Serjeants* have the Front Hut, and the Officers encamp in the Rear.

IN an Encampment for a Night, Fifty Paces in Depth, of Three Foot to a Pace, and Four Paces in Breadth allowed for every Company, for the Soldiers Huts ; and if the Company exceed not Seventy Men, Ground is to be allowed only for one Row or File of Huts. The *Subalterns* are next behind the Huts,

Huts, the *Captains* behind them, the Field Officers behind the *Captains*; and a convenient Interval for a large Street is left clear between every Two Regiments. But the Horse have Fifty Paces in Depth for Sixty Horse, and Fourteen Paces in Breadth for Three Rows of Huts; and if there are Hedges, they have as much Space allowed them as is requisite to tie their Horses.

If the Enemy be stronger in Horse, and the *Major-General* apprehends that the Camp may be attacked, he must order Ditches and Trenches to be cut in their Way, to prevent their charging in good Order, to gain an Opportunity for the Foot to engage upon an Advantage: But if the Enemy be stronger in Foot, then the *Major-General* should encamp on the Edge of a Plain, that the Horse may draw up there, and the Enemy's Foot be afraid to engage where they can have no Advantage against the Horse.

A convenient Place must be chosen by the *Major-General* to draw up the Army in Case of an Alarm, and there the Forces are to rendezvous: And besides the General Field of Battle, every Regiment must have its particular Ground to draw up on, from whence it must not march till it has formed the Battalion or Squadron; otherwise a small Number of the Enemy's Forces, having gained the Field of Battle, would defeat a great Army, should they find it divided into small Bodies, and those ill formed. It is dangerous to appoint but one Field of Battle for all the Forces, because should all the Avenues to the Camp be left unguarded, the Enemy might give an Alarm in one Place to draw the Army thither, and then attack it in another: It would therefore be convenient to appoint the best Field of Battle for half the Army, and Two or Three others for the rest of the Forces, there to expect the *General's* Orders. If the Safety of the Troops only be regarded, it is
best

best to have. but one Field of Battle, but if we consider the Loss of the Baggage, something may be hazarded to save the whole. When there is Cause to fear such an Attempt, the best way is to encamp in Battle, so that every Battalion and Squadron, drawing up before their own Tents, will there be in Order : And if the Enemy is near, and has no Defilee to pass, the Troops are to continue loose, and shall rest upon their Arms, being drawn up.

If there be the least Danger to be apprehended, the eldest Regiment in the Army, the Artillery, the Provisions, and a great part of the Foot, must encamp near the *General's* Quarters.

THOSE Troops that are to have the Van next Day, must encamp on the most advanced part of the Camp on the Way they are to march, and so likewise if the Quarters are divided.

BUT when an Army is to encamp for any Time, the *General* for the most part orders the Encampment. He is then to consider what Provisions are in or near the Place, and what Conveniency of securing and bring them to the Army ; and if there be Corn, how it may be made into Meal. If there be no Provision, he must consider how to get them, and take care that they be not cut off by the Enemy. The Conveniency of Forrage, Water, Shelter, Wood, and Wholesomness of the Air, to prevent Diseases, are also to be considered : If he must intrench, a convenient Ground must be sought out. In this Case the Manner of encamping shall be according to the Method of Intrenchment ; and the Head of the Camp shall be at least an Hundred Paces from it, without extending the Camp too far : And the Intrenchment is to be made as near as can be on the highest Ground all about the Camp, provided it be not at too great a Distance ; and though it seems, when of the greatest Extent, to require the greatest Guard, yet

yet fewer Men will maintain it than when it is smaller, and the Enemy has the Advantage of the Ground.

THE Ditch of the Intrenchment must be at least Nine Foot over at the Top, and Three or Four at the Bottom, and Six in Depth : But Experience has taught us that there may be more Hopes in fighting in an open Field, than behind a less Intrenchment than we represent, even though our Army be weaker than the Enemy : For the Soldiers, placing most of their Hopes in the Strength of the Intrenchment, if one part be forced, they abandon the rest ; and the Assailant being persuaded that all the Difficulty consists in forcing the Intrenchment, think nothing can stand before them, and with this Confidence they encrease their Courage.

HOWEVER this Intrenchment is good, when the Ditch is Twelve Foot wide at the Top, Four at the Bottom, and Eight in Depth ; and when the Earth is thrown up out of it, makes a proportionable *Parapet*, with a *Banket* behind it for the Musqueteers to stand on. At every Eight Foot Distance there must be *Redans* or indented Works ; and it is observable, that Twenty Shot flanking do more Execution than Sixty right forward. No *Redoubts* are to be made there, because if the Enemy should once possess them, it would be hard to dislodge them. It is also dangerous to make any Forts, because the Loss of one of them will open a Way for the Enemy into the Intrenchment ; but if there be any high Ground that might command the Camp, or advantageous Place within it, which might facilitate the rallying the Forces in Case they were routed, there Forts may be made, provided there may be no fear of losing them. The Ditch of them must be Fourteen or Sixteen Foot over at the Top, and Five or Six at the Bottom, and Nine or Ten in Depth : Pallisadoes and Stockades must also be fixed on the
Edge

Edge of the Ditch, faced with Sods, and fraised where there are no Sods, the Earth must be held together with Facines, and well beaten down, and Chevaux de Frise placed in the Intervals.

MEN vary in their Opinions concerning the placing Palisadoes. If they are placed in the Ditch, they may serve to hold up Planks to come at the Parapet ; and there may be *Points volans*, or flying Bridges, laid on, so that the Ditch will be useless : But as it has this Disadvantage, it has also an Advantage, which is, that the Enemy cannot break it with their Cannon as they can that on the Edge of the Ditch ; and therefore where there is more Danger of a Surprise than a regular Attack, I would advise to place it on the Edge of a Ditch, and in the Bottom, where they apprehend being attacked in Form.



Of the Camp Guard.

WHEN the Army is encamped, and the Enemy is not very near, an Eighth part of the Army is generally upon Guard, and disposed according to the Easiness, Difficulty, or the Consequence of the Avenues, for the Guard of Horse. During the Day-time, if the Enemy be feared but one Way, One Half or Two Thirds of those that mount the Guard shall be posted on that Side, about a quarter of a League from the Camp, or somewhat farther if it be a Campaign Country. About an Eighth part is detached from that Guard Seven or Eight Hundred Paces farther upon some Eminence, if there be any, which small Guard detaches one or two Vedets, to be posted on the most advantageous Ground for Discovery. All Guards are to be posted that the Main Guard

Guard may not be cut off from the Camp, nor the small Guard from the greater, nor the Vedets from the small Guard.

IF the Country be enclosed, the Main Guard must be so near the Camp that it cannot be cut off, but yet at such a Distance, that if the Enemy appears, they may give timely Notice ; and to prevent the Army's being surpris'd, they must send out little Guards of Two or Three Hundred Horse, on the Right and Left, who shall post Vedets for their Security. The Commander shall from Time to Time visit the advanced Guard and Vedets ; and the Time of the Guard be so divided in relieving them, that every Man in his Turn may be upon the advanced Guard, who are not to dismount, except in a very open Place, and then the Horses must not be unbridled. The Main Guard may unbridle half the Horses, the other remaining in Readiness.

IF the Country be enclosed, Scouts must be sent from Time to Time, some going strait forwards, other a-cross from one small Guard to another, to take care that the Enemy do not slip in between.

WHEN the Main Guard is ordered, the rest of the Cavalry shall be divided into Two or Three other Guards, to be disposed about the Camp ; and they may be stronger or weaker as there is Occasion.

THE Guards of Foot are generally at the Head of their own Battalions, but if there be a Steeple, Tower, or strong House near the Camp, a Guard of Foot shall be sent to it : So likewise if there be any Pass upon a River, or any deep Valley, about half a quarter of a League from the Camp, and the Country be not much enclosed, a Guard of Foot shall be sent there at Night only. If the Pass be at a Distance, some Foot may be sent, supported by a Guard of Horse ; but if the Place be too dangerous for the Foot, a few Horse may be sent to give Advice of the Enemy, or Scouts may be sent thither often.

EVERY

EVERY Regiment ought to send Fifty Men, according to its Strength, every Night upon Guard at the Head of the Camp, commanded by a *Captain* and *Lieutenant*, or one of them, if there be Cause to fear any Thing.

WHEN the Camp of the Foot does not cover the Horse, and is encompassed with Hedges and Ditches, a Guard of Foot is generally posted at the Head of them, to give them Time to mount, in Case they are attacked.

WHEN there are several detached Guards, the Camp Guard is lessened, provided the others cover it; and the *Major-General* is to appoint the Guard of the Artillery as strong as he thinks fit.

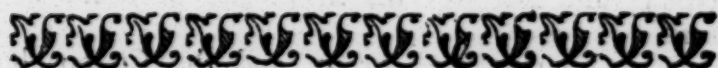
WHEN he has given his Orders, he goes to meet the *General*, and shews him the Disposition of the Camp and Guards, and in the mean Time the *Quarter-Master-General* shews the *Majors* of *Brigades* of Foot, and the *Quarter-Master-General* of the Horse, the Places where they are to be posted, and what Force each of them is to consist of. As for other Particulars of the Guards, or from what Regiments they are detached, they are left to the *Quarter-Master-General* of the Horse, and the *Majors* of *Brigades*.

WHEN the *Major-General* appoints the Guards for the Day, he shews the Place to which they are to retire at Night, which is generally within Two or Three Hundred Yards of the Camp. He is to visit them once in a Night, to see if they are posted according to his Orders; that is, whether the Officers are there, and their Numbers complete; whether the detached Guards are on Horseback, and half the Main Guard, and the rest in their Rank, and Horses bridled; whether the necessary Number of Vedets be posted for the Security of the Camp, and whether from Time to Time they send out their Scouts.

SCOUTS

Scouts are to be sent from one Vedet to another when there is a possibility that the Enemy may slip in between them and the Vedets ; or else the Vedets being coupled as they ought to be at Night, one of them goes as far as the others on the Right ; and when he returns, his Comrade goes as far as the Vedets on the Left ; and thus they continue all Night.

Scouts also are continually going about the Camp from one Guard to another. The Guard of an intrenched Camp is quite different ; the Intrenchment is divided among all the Foot, who post Sentinels on it, so that there can be no passing between any two of them ; and the Guard of Horse is weaker than when the Camp is open. It is posted within the Intrenchment in Two or Three Bodies, near the Barriers that are upon the great Avenues, and only send a small Guard Fifty Paces without the Lines, who continually patrol, and send out Scouts on the Right and Left, and strait forwards.



Of Marching an Army.

WHEN the *General* resolves to march, he gives Orders to the *Major-General* of the Day, who makes the Disposition of the March, which he learns from the Number of the Battalions and Squadrons of which the Army is composed ; what Enemies may be met in the March, and whether in Front, on the Right, or on the Left ; whether the Way be plain or woody, or incumbered with Hedges, Ditches, Marshes, or Rivers ; whether there be one or several Roads and Defilees ; how many Men, Horses, or

M

Waggons

Waggon's can march a-front ; and which is the soundest and evenest Way for the Artillery. If the Enemy be in Front, and the Country a Campaign Ground, he must march in Order of Battle, with the Cannon in Front, the Horse on the Wing, and the Foot in the Center ; then the second Line, and after the two Lines, the Train of Artillery through as many Defilees as he can, that they may be the less Time in passing ; next the Train of the Artillery, the Provisions, and all the Baggage of the Army opposite to its Regiments upon the same Line with the Train of Artillery ; that is, the Baggage of the first Line foremost, and in the Rear the Baggage of the second Line, then the Baggage of the Rear Guard or *Corps de Reserve*, which Rear Guard shall march after all the Baggage, leaving only one Squadron in the Rear : And when they take up a Field of Battle, then the *Corps de Reserve* shall march up before the Baggage, leaving only one Squadron in the Rear of them to prevent any Disorder, or running away ; but upon Expedition the Artillery and Baggage march in two or more Columns.

If the Enemy be in Front, and the Country be woody, or enclosed with Hedges or Ditches, advanced Parties of Scouts must march before, supported by some Platoons of Musqueteers, and them by Squadrons or Detachments of Horse, if the Country will prove fit for the Horse. If the Country be enclosed, so that the Horse cannot come to do Service, a Battalion is to march after the First Squadron, and so all the Horse and Foot are mixed ; and as there are generally more Squadrons than Battalions, the Squadrons shall be equally divided among the Battalions, and each Squadron have Platoons of Musqueteers ; and in this Manner the Van Guard and Main Body shall march, then the heavy Cannon, the Ammunition, Provisions, and Baggage.

The

The Field Pieces are to march with the Van Guard and the heavier Pieces with the Main Battle, and many Platoons in the Intervals between the Baggage, for fear the Enemy should cut it off in the Woods ; then the Rear Guard shall march. It is dangerous to place the heavy Cannon between the Battalions and Squadrons in a Country that is enclosed, because if they were to draw up in Order of Battle on a sudden, and the Van Guard should be attacked, it might hinder the March of the Troops, and can do them no great Service. However if the Country be enclosed in some Places, and open in others, they must draw up in Battle when they come into the Plain, if the Enemy be at hand, and turn to their former Order of marching when they are past it. If there are several Roads, they must draw up in two or three Columns, and at the Head of every one of them a Cart loaded with Tools, and a Number of Pioneers and Soldiers.

THE better to regulate the March, some General Officers should keep in the Rear of the Baggage, each according to his Post, except among the Foot, where the Baggage of the Rear Guard march according to the Seniority of the Regiment, and those of the elder Regiments march foremost, though they make a Retreat. The Sutlers and other Trades, who do not belong to any particular Regiment, march after the Baggage of the Main Battle. Every Regiment of Foot sends a Man out of each Company to guard its Baggage, under the Command of a *Sergeant* ; and each Troop of Horse one Trooper. The *Provost-Martial*, and all the other *Provosts*, are to march with their Men, to see that the Soldiers keep their Ranks, and to prevent Disorder.

A *Captain* or Conductor of the Baggage is appointed, who puts the Baggage into the marching Order, and make the Guards observe it as they march ; and every Regiment puts up a Flag of the

same Colour and Shape, that their Baggage may the better be kept together ; and some of them are carried to the *Major-General* of the Day, who orders them to be placed at the Head of every Column of Troops and Baggage.

IF the Enemy be on the Right Wing, and the Country plain, then they march after this manner : Those who are to compose the Van Guard in the Order of Battle, are to be on the Right of those who are to compose the Main Battle, the Main Battle on the Left of the Van Guard, and the *Corps de Reserve* on the Left of the Main Battle ; each of those Bodies making a File with the Horse at the Head and in the Rear, and the Foot in the Center, so that when the Army halts, and each Line faces to the Right, the Order of Battle will be formed, provided the Van Guard observes its due Distance in marching, and the Troops of the Main Battle keep opposite to the Intervals of the Van Guard. The Troops that guard the Baggage are to be on the Left of all the rest, making the largest Front they can, that their File may extend almost as far as those of the Army, and they are to have but one Squadron on the Left. In this Order of marching, all the Cannon must march on the Right of the Van Guard, that it may be at the Head of the Army in case of a Battle.

IF the Country be enclosed, or cut with Trenches, and the Enemy on the Right, the Army must march almost in the same Order as in the Plain, provided the Roads will admit it, or can be made without much Labour, as in the Summer, when all Lands are enclosed. And all that is altered at that Time is, that the Column on the Right, which composes the Van Guard, shall be stronger in Foot, than that which composes the Main Battle ; and each Squadron of the Van Guard shall have Platoons of Musqueteers. The Cannon must march between the
two

two Columns, because it cannot do great Service in a Country that is enclosed ; and if it were upon the Right of all, the Enemy might take it, or nail it, before it could be relieved.

If there be two Defilees, all the Troops are to march through that on the Right, and the Baggage through that on the Left : Part of the Field Pieces in the Intervals of the Van Guard, part with the Main Battle, and some few with the Rear Guard : The heavy Cannon is to march in the Column of the Baggage, but not quite at the Head of it, lest the Enemy sends some Troops to attack it, but after the Baggage of the Van Guard, that it may be the better covered by the Troops.

THE Van Guard files off first, then the Main Guard, and next the *Corps de Reserve*. If there should happen to be but one Defilee, then all the Van Guard marches off first, the Artillery, the Provisions, and the *General's* Baggage next, then the Main Battle, and all the other Baggage, and then the *Corps de Reserve* ; but this is a very dangerous way of marching if the Enemy be near, because the Lines being divided by the Baggage, they cannot come to succour one another : And on the other Hand, should all the Troops march together, and the Baggage after them, it would be too much exposed, and the Loss of it be as detrimental to the Army, as the Defeat of a considerable Part of the Troops. The Baggage should, in case where the Enemy is near, march through another Defilee than what the Troops march through, though it were a League distant ; and so they ought to have a Guard of a Sixth or Fourth part of the Army, according to the Force which it may be expected the Enemy would send to attack it. In such a March it should have many small Parties of Horse, if they can be had, if not, of Foot, to scour on the Right, and discover if the Enemy comes to attack it, at which

Time Surprises are most dangerous, because it is difficult for Troops, when they are put into Disorder in a Defilee, to rally. Parties should be frequently sent out towards the Enemy, that if one should happen to be cut off, the other might give Notice of it.

IF the Enemy be in the Rear, the Order prescribed must be inverted ; and when there are Defilees in the Way, great care must be taken to make them easy, that the Troops may come to each other's Succour, if the Rear should be attacked. The Field Pieces must be lodged on the Edge of the Defilee, to favour the Retreat of the hindmost Troops, unless it be woody ; if not, then many Field Pieces are more necessary than at another Time.

WHEN there is little Cause to suspect the Enemy, and the Country is Campaign, the Van Guard marches in two Columns, then the Main Battle, and the *Corps de Reserve* after it, in the same Order ; the Baggage between the two Columns, with the Artillery and Provisions in the Front ; or else the Van Guard may march in three Columns, the Main Battle in the same manner, and the Artillery, Provisions and Baggage next after it, and last of all the Rear Guard, or *Corps de Reserve*.

IF the Country be enclosed, and there is but one Defilee, then let the Van Guard and Main Battle march next the Artillery, Provisions, and Baggage, and then the Rear Guard. If there are many Defilees, the Van Guard and Main Battle may march, in as many Columns, then the Baggage after them, and the Rear Guard last ; or else the Troops and Baggage may pass through several Defilees. When the Order of marching is resolved, the *Major-General* is to acquaint the *General* with it, to know whether it meets with his Approbation.



*Of the Order of Battle, and how to bring up
the Forces to Fight.*

IT is convenient that a *General* be acquainted thoroughly, not only with the Number, Posts, Strength, and Names of the Troops which compose his Army, but also with the Ground he is to engage on, and what Nations make up the Troops of the Enemy and his own ; what is their Strength in Horse, Foot, and Cannon, and their manner of Fighting.

BATTLES are generally fought either on Plains, when both Armies meet by Consent, or in order to form a Siege, or to prevent it, or attacking the Lines when formed, or defending them, or assaulting or making good a Camp that is intrenched. There are also several other Occasions of Battle too tedious to recite, and little to the Purpose, they being either Designedly, by Accident, or by Compulsion. The Order of Battle must be so contrived that all the Troops may support one another without Confusion, that when one Body is broke it may not bear down another ; and they ought to make the largest Front as well to prevent being out-flanked by the Enemy, if they are in more open Order, as to enclose them if they are in a narrow Compass. And yet they must not be extended so much, that when one Body is broken, there may be none left to support it, and to oppose them that have routed it ; or that the Battalions and Squadrons should be so distant, that if two of the Enemy's should happen to join one of yours, those on the Right or Left of it, could not come to its Relief before the Enemy had broke it.

To

To keep a due Proportion, the Army is drawn up generally in two Lines, *viz.* the first and second Line, which generally consist of equal Force, and the *Corps de Reserve*. The Foot are placed in the Center, and the Horse on the Wings: The Squadrons are from an Hundred and Fifty Men at least, each of them, to Two Hundred at most, and but Three deep. The Battalions are of Five, Six, or Seven Hundred at most, and drawn up Three deep. If the Army shall consist of Forty Squadrons and Eighteen Battalions, you may place Sixteen Squadrons and eight Battalions in the first Line, Sixteen Squadrons and Seven Battalions in the second, and Eight Squadrons and Three Battalions in the Rear Guard, or *Corps de Reserve*.

Or else in the first Line place Fourteen Squadrons and Nine Battalions, Sixteen Squadrons and Five Battalions in the second, and in the Rear Guard Ten Squadrons and Four Battalions.

Or else in the first Line let there be Sixteen Squadrons and Ten Battalions, in the second Seventeen Squadrons and Six Battalions, and for the Rear Guard Seven Squadrons and Two Battalions. The eldest Corps has the Right, the next the Left, and so on according to Seniority, till the youngest meet in the Center. The first Line is more honourable than the second, and the second than the Rear Guard: The Guards are always in the Line of Battle; and the Carabineers, and Fusileers are on the Wings, somewhat advanced before the other Troops. The Space of Two Hundred Paces is allowed for the Distance between the first and Second Line, and One Hundred between the second and the Rear Guard.

THE Battalions and Squadrons of the second Line are placed opposite to the Intervals between those of the first Line, that they may march through to the Enemy; and those of the first Line, if broken, may pass



THE Order of Battle of the ENGLISH and HANOVER Troop Battalion ; and 7500 Horfe and Dragoons, at 150 *per* Squad they to act separate from the Grand Army.

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Generals.

Shulemberg

Lieut. Generals.

Rofs

Cadogan

North

Templ

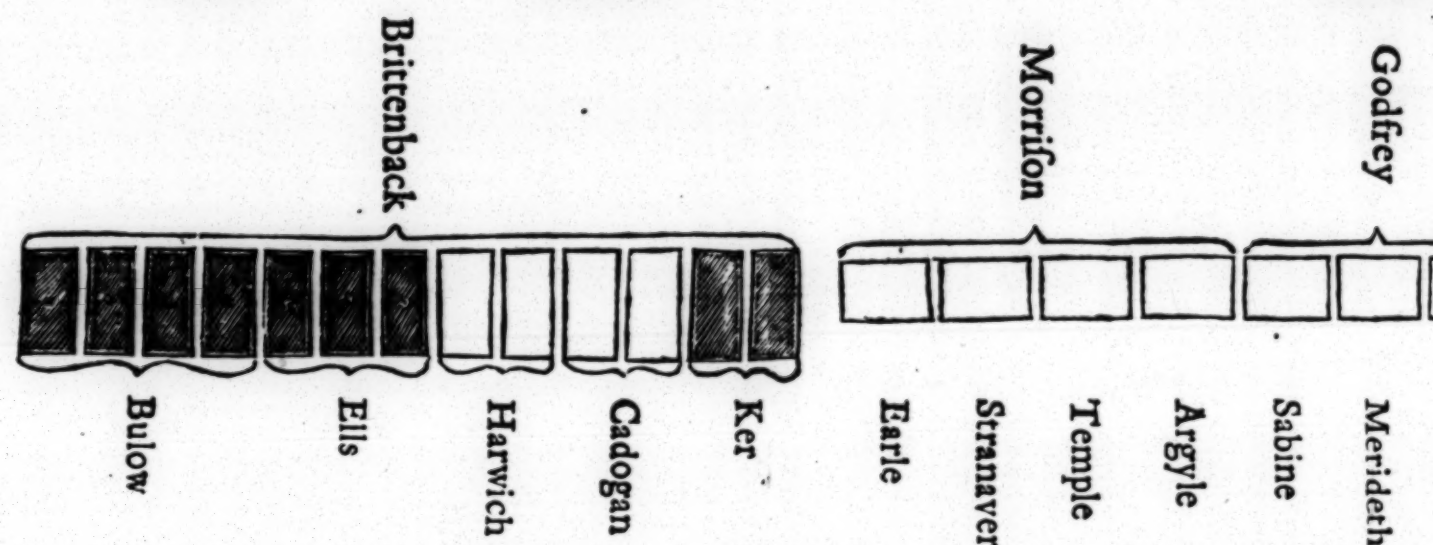
Major Generals.

Pentz

Kellum

Sabine

Brigadiers
at the Head
of their
Brigades.



Lieut. Generals.

Reck

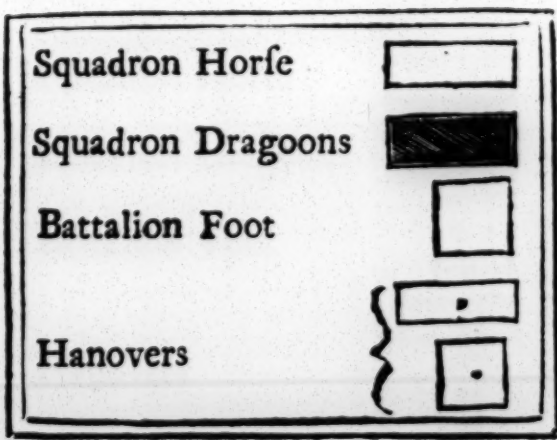
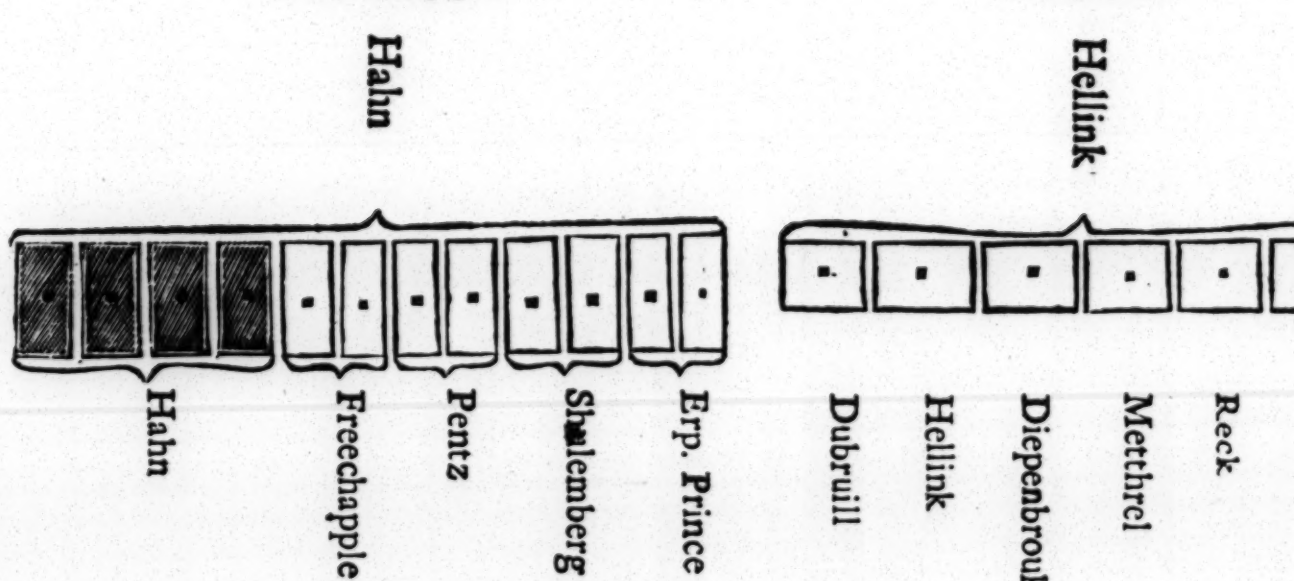
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Major Generals.

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Wassineir

Brigadiers
at the Head
of their
Brigades.



Note, That on Day of Battle, each Line gives a Detachment of Horfe and Foot, to form a Third Line, which is called the *Corps de Reserve*.

By John Marlow.

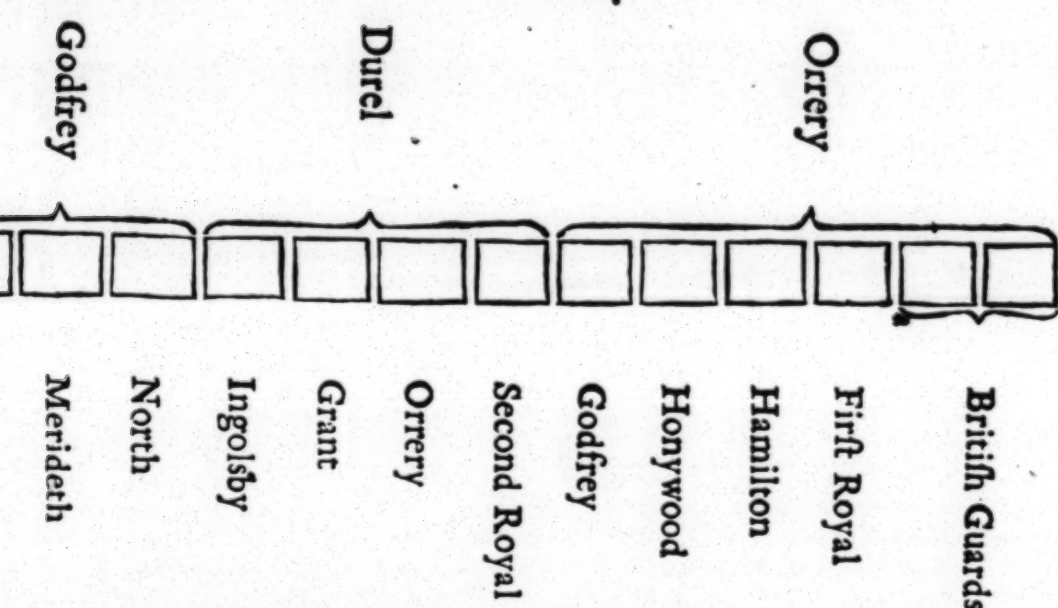
troops, in the Year 1711, consisting of 19800 Foot, at 600 *per* Squadron ; being the exact Line of the Two Nations, were

Orkney

Orkney

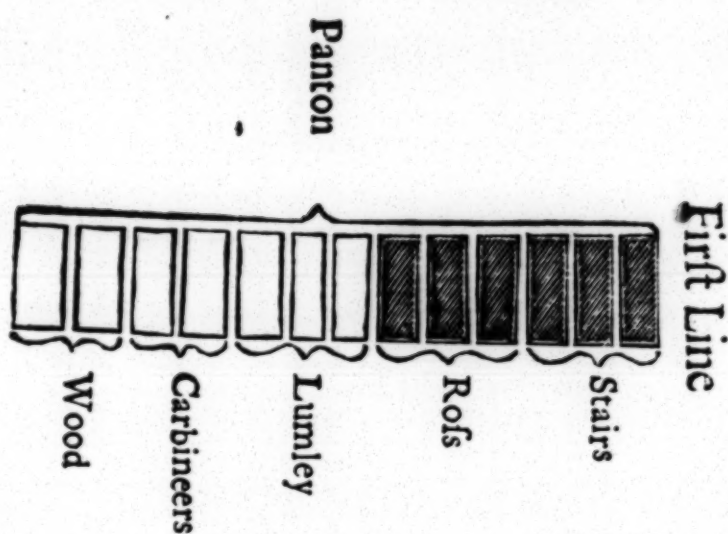
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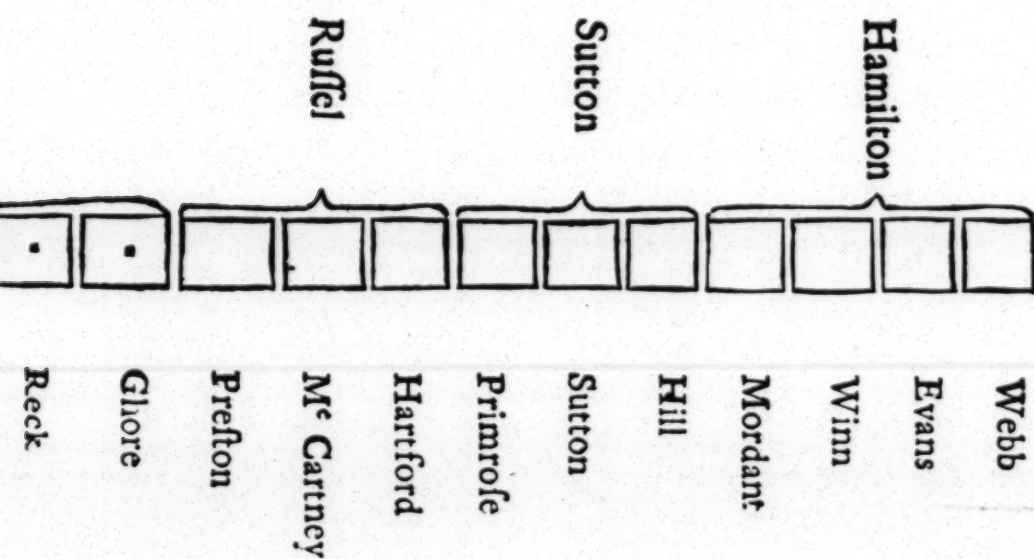
Lumley

Stairs Wood
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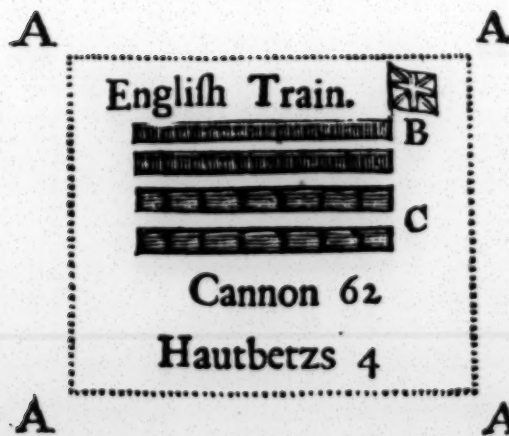
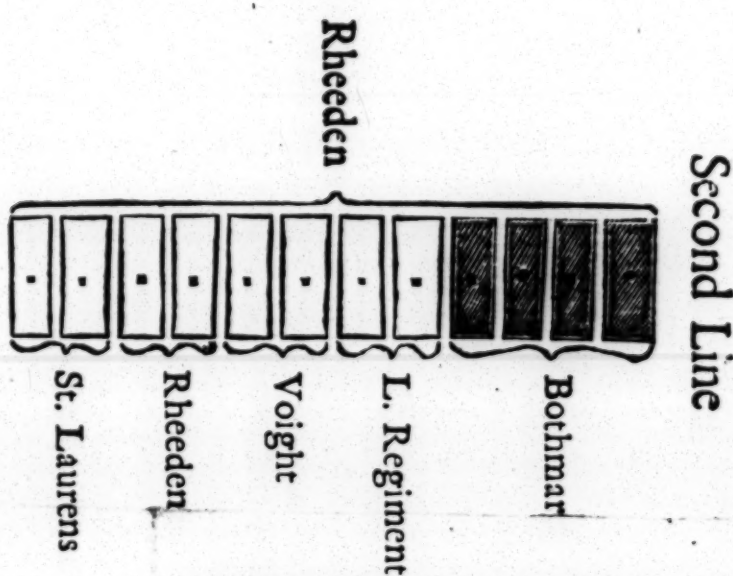


Bulow.

Merideth Withers
Dubruiel Primrose



Ells
Bothmar



A, Park for the Artillery and Ammunition.
B, Cannon and Hautbetzs.
C, Ammunition.

First Line,	17 Battalions
and	26 Squadrons
Second Line,	16 Battalions
and	24 Squadrons
Total	{ 33 Battalions 50 Squadrons

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pass through the Intervals of the second without disorder to either : The Intervals are to be half the Breadth of the Front of the Battalion or Squadron that sustains when doubled from Three to Six. It has been found to be of Service to place all the Foot almost in the two first Lines, as being very near useless in the *Corps de Reserve*, because they cannot come time enough to relieve the Troops that are bore down. More Foot should be placed in the first Line than the second, and their Place be supplied in the second by some Squadrons of Horse, which would do great Execution, coming up to charge between the two Battalions after they had spent their Fire : Besides, the Foot would be greatly encouraged, who love to be sustained by the Horse, and the Horse would charge with more Alacrity after the Foot have given their first Volleys ; and the Fire of the Battalions has the more Effect when the first Troops give the Onset, than when they are mixt and in Confusion ; and it often happens that the Battalions of the second Line do not spend half their Fire, being come up to push of Bayonet before they make their Discharge.

THE Cannon is always placed in Brigades before the first Line, reserving some few Pieces an Hundred Paces behind the *Corps de Reserve*, guarded by a small Number of Men to favour a Retreat, or prevent being attacked in the Rear.

IF there be any rising Ground, either in the Front, or on the Right or Left, the utmost Efforts must be made to gain it, in order to plant the Cannon there, and prevent the Enemy taking the same Advantage of it ; and sometimes a general Battle has been changed into an Engagement of Regiments against Regiments to possess an advantageous Ground ; and the Time being thus spent till Night, both Parties are obliged to draw off, each finding their

their Troops much weakened, not knowing the Damage on either Side.

THE Army being drawn up, 'tis best to charge the Enemy before they are in Order of Battle ; but if their Ground be more advantageous than yours, as being to mount a rising Ground, or to pass a Brook, Ditch, or Hollow-way, 'tis better to expect their coming than to attack them, except you are much superior to them in Number, and your Cannon be posted to Advantage.

WHEN the first Line or Van Guard advances, let the second move also, keeping equal pace with the first, and leaving a small Interval between them, lest the first should be broke before the second can march up to relieve it ; or if it should break the first Line of the Enemy, lest their second Line may relieve it, before yours can march up to sustain your Van Guard.

THE *Corps de Reserve* must advance gently toward the Enemy, that the broken Troops may have Time to rally, and they must engage all at once ; and always observe to give them Time to recover their Spirits.

THE *General*, if the distant of Ground hinders his Sight, must send an *Aid de Camp* to know how Matters go through the whole Army, that he may either push on his Advantage, or go in Person, or send Succours to those Troops that suffer.

No Prisoners, except they are Men of Note, must be taken until the Victory be certain, nor the Horse or Foot be permitted to plunder : But when you are Master of the Field, rally your Men immediately, and send some Squadrons after the Enemy to take Prisoners, and observe whether they rally in order to renew the Charge.

WHEN the Victory is complete, and your Forces not over fatigued, you must send a strong Party to pursue the Enemy to the Gates of their next Town,
or

or to some Defilee, where there are often as many Prisoners taken as on the Field of Battle.

If one part of the Army has the better, and the other be worsted, you must nicely observe whether the Enemy have not a greater Advantage over that Part whom they push, than you have over those Men where you are successful ; and if your Advantage be greater than theirs, you must not withdraw any of your victorious Troops to succour the others, till they have entirely defeated those that opposed them : But if the Enemy presses more vigorously upon one Part of your Army than your other presses theirs, you must then send as many of your victorious Troops as can be spared, to succour the rest ; and care must be taken that the Troops which give ground, be sustained by those behind them, and make them rally as soon as possible.

WHILE there remains any Hopes of gaining the Battle; the rally'd Forces must charge again ; but if their Number be so small in Comparison of the Conquerors, that all Hopes are lost, then retreat in the best Order, and rally again as near the Field of Battle as you can, that you may be in a Condition to oppose any small Bodies of the Enemy that shall pursue you, and with the Remains of your Troop throw your self into the next considerable Town, which in all probability they will first attack.



The Order of Battle for forming a Siege.

WHEN an Army appears before a Town, the General Officers are to view the Ground about it, especially on that Side the Enemy may come, and always keep Parties abroad to give Intelligence of their March ; and having received Information,

tion, must resolve either to expect their coming in an advantageous Post, or to go meet them, which is generally done : For if you wait for them in one certain Place, you give them an Opportunity of relieving the Town some other Way, which is not to be done, unless you are so weak that you have little hope by Fighting, and then you must secure your self by a strong Line of Circumvallation.

HAVING resolved to meet the Enemy, all the Way must be viewed as far as possible ; and having observed the advantageous Places, draw up before them : The drawing up the Forces on this Occasion must be according to the Nature and Situation of the Ground, and so no Rule can be prescribed, but the Order assigned for Plains is to be observed as near as can be. If there be a River, a Morass, a Wood, or a Hill on one Wing, let almost all the Horse be placed on the other, and let the Foot keep to the Wood, if it is not too close, or along the Ridge of a Hill. If you are stronger in Horse, and weaker in Foot than the Enemy, endeavour to fight in an open Plain ; but if you are stronger in Foot than in Horse, endeavour to fight them with Enclosures.

IF the Enemy will not hazard a Battle, they will endeavour to steal Succours into the Town by Night, which is difficult to be obstructed, if there be no Line of Circumvallation made ; and it is dangerous to detach Forces sufficient to invest the Town, lest the Enemy take that Advantage of attacking the Army.

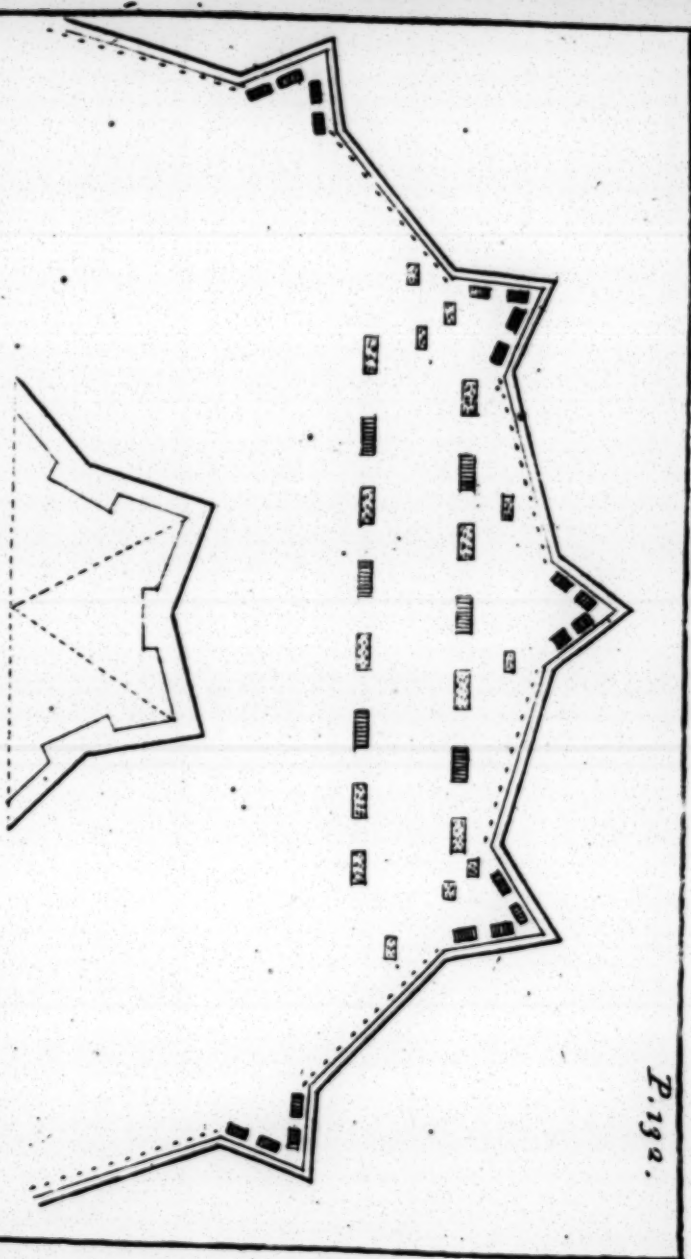
WHEN the Quarters are intrenched, and the Line of Circumvallation not made, they serve only to prevent a Surprise, and to gain Time for the Forces to join, in case the Enemy comes unexpected ; or in case an Army, much stronger than yours, should come to relieve the Town, before you are informed of it : in which Case all the Forces must be brought into

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P. 192.



into the strongest Quarters, if you have not Time to retreat before, and then you must draw off in the Night.

If the Line of Circumvallation be partly closed, consider whether it be in a Posture of Defence, and according to that, either expect the Enemy, or quit it. The Order of Battle behind a Line is quite different from the others; for a third Part, or thereabouts, are posted to Man the Line, and some are to be posted for the most part in *Redans* or *Angles-Saliant*, they being the most considerable Places for Defence of the Line. The rest of the Forces must be drawn up in two Lines, the first Thirty Paces from the Intrenchment, and the second One Hundred Paces from the first Line; and you must intermix the Battalions and Squadrons. It would be convenient that every Squadron had Four or Five Files, somewhat detached from the rest, to be ready to charge any that begin to pass the Line, when you have not Numbers sufficient to oblige the whole Squadron to charge them; or else let there be small Parties of Fifteen or Twenty Men detached for this purpose.

ALL the Forces must never be posted to guard any one part of the Line, unless you are thoroughly assured that the Enemy's Troops are in one Body, and have not detached any Number to attempt another Place.

THE Defence of a Camp that is intrenched, is the same with that of a Circumvallation, and the chief Care is that the Enemy do not fortify themselves within the Intrenchments; to prevent which, they must be continually charged as fast as they enter, and not be allowed Time to draw up in Order of Battle.

A sufficient Number of Workmen must be ready to repair the Line when the Enemies have thrown it down, and are repulsed, lest they make a fresh

Attack ; or else in order to throw down the Line to fall after them, if they are much weakened and discouraged.

MANY Cannon is of great Use for Defence of the Lines, because there is no coming to handy Strokes so soon as when a Battle is fought where there are no Intrenchments. It is to be planted in those Parts which command most of the Plain, and in the *Redans*, from whence they sweep the Length of the Intrenchment.

If the Enemy attempts to make you raise the Siege, and your Trenches are opened, and no Line of Circumvallation drawn, which should have been done, then if you are not much superior to them, you must draw off all your Men to bend your united Force against theirs ; but if you are much stronger, then leave as many Men as may secure the Trenches, and meet the Enemy with the rest ; but march not too far, lest they throw Succours into the Town, who joining with the Garrison, may gain your Trenches.

If you resolve to raise a Siege, and the Circumvallation be not finished, and you design to fight the Enemy, you must march directly up to the Place, having first sent Parties to bring Advice whether they come to meet you ; and take care they do not fight you when you are half past a Defilee, and that you do not attack them in an advantageous Post : In such a Case you must turn to the Right or Left, and march another Way to the Place. Do not march so close that they may attack your Flank or Rear, but keep at a due Distance, that if they quit their Post, they may find you in a Posture to receive them.

If you will not fight, keep your self in an advantageous Post, and at Night detach Two or Three considerable Parties to relieve the Place, and order them to take the greatest Compass you think fit ;

fit ; and while they are endeavouring to throw themselves into the Place, do you make a shew of intending to fight, that the Enemies may not divide their Forces.

IF your Parties should happen to be defeated, and you obliged soon to retire either for want of Provisions, or for any other Reason, or the Circumvallation finished before your Return, then hazard a Battle if the Place be worth it : To this Purpose send a Party or Two to alarm the Enemy in the Night, and oblige them to divide their Forces, then march with your Army the Way you think you were least expected.

IF the Enemy have taken up their Quarters, and are not intrenched, endeavour to surprize one of them, and throw in your Succours that Way, and so weakening their Army, you may be in a Condition to fight them : But if their Quarters be intrenched, endeavour to clap in between them, and throw in your Succours that Way.

IF you are much superior, then attack one of their Quarters ; or if they all get into one, and you have put Succours into the Place, then encamp between them and their Country to starve them ; or if they come out, to fight them in their Retreat.



The Order of Battle for forcing of Lines.

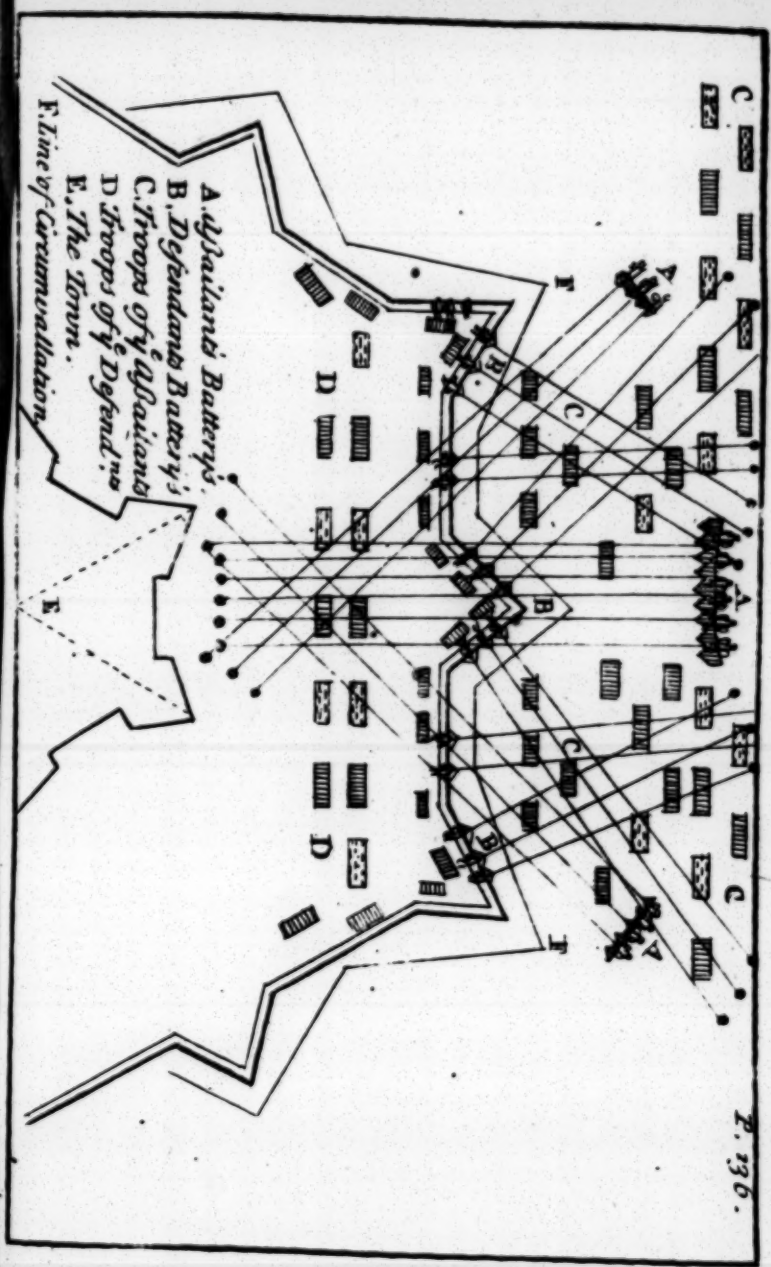
IF the Line of Circumvallation be finished, and you design to force it in order to throw Succours into the Town, you must encamp as close as you can, that is out of Cannon-Shot, and at Night divide the Army into one Main Body, and several small ones, so to make two Attacks ; but they must

not be so far asunder, that if the Enemy fallies out upon one Body, and beats it, the other cannot come to its Relief : And let your March be in the Night, that the Enemy may not discover your Design.

THE properest Time for attacking is half an Hour before Day-break, for then the Enemy, not being able to distinguish between a true and a false Attack, will not know how to use their Cannon, and the Fire of their small Arms will do less Execution by Night : And when you have gained some Advantage by the first Attack, the Day encreasing will let you see where to improve your Success. As the Issue of Battles fought by Night is more dubious than by Day, and Armies are often seized with a panick Fear, and causes them to run away ; this is the properest Time to attack Armies stronger than your selves : Besides, an Attack in the Day exposes your Men to the Shot of the Cannon and small Arms, which are under Covert, and if you do not force the Line at first, you may have so many Men killed, that it may discourage the rest of your Forces.

THE Order observed in attacking of Lines, is to give Advice to the Town what Hour the Attack will be made, that they may second it by a Sally ; and to know which Way they can be most serviceable to you, whether by breaking through unexpectedly as far as the Line, or by throwing down some part of it, or by seizing some Redoubts, if they are strong enough to undertake it ; or if not, by possessing themselves of an advantageous Spot of Ground as near the Line as may be, yet so that they may not be cut off from the Town, but take some Field Pieces along with them.

THE Advantage consists in the Garrison's being so far advanced that they leave the Enemy less Ground to draw up in Order of Battle between them and the Circumvallation ; and so if one Troop enters the Line, and the rest are repulsed, (which often happens





happens the Garrison will receive those who go to relieve them, who would otherwise be in danger of being cut off between the Line and the Town.

It must also be known which Part of the Line is the weakest ; as, if the Ditch be narrower and shallower, and the Parapet lower than in other Parts, less flanked with *Redans* or Angles-Saliant, and less defended by Forts. If the Ground behind it be unfit for drawing up the Forces to defend it, as if there were Vineyards, Woods, or Morasses. If it be so near the Place besieged that the Cannon can reach it, and play upon the Troops posted to defend it. Or Lastly, if it be commanded by any rising Ground on which you can lodge your self. There is another Advantage to be sought for, when you design to attack the Lines by Day, which is, to find a Place that may bring you up close to the Line under Covert.

THE Weakness of Lines proceeding from the Fault of the Ditch, the Parapet, and Flanks, and the Inconveniency of the Ground within, where Forces cannot be drawn up, may be advantageous to you by Night or Day ; and when the Line is too near the Town, or commanded by a rising Ground, you must not be too hasty in attacking, but rather stand still in Battle before the Places where those Faults are ; and if the Enemy do not post any great Number of Troops there, then force them : But if they do, then attack them not, but let them be destroyed by the Cannon of the Town, and by yours.

IN attacking the Lines, let several Platoons, each commanded by a *Serjeant*, to march before, who are to be followed by Two or Three Hundred Men, each carrying a Fascine and his Arms, who, when they have cast their Fascines into the Ditch, endeavour to mount the Line : After these an Hundred Men must go with Pick-Axes and other Tools, to

throw down the Line that the Horse may enter ; and in case of a Repulse, other attacks may be made with ease the same Way. These Men must be sustained by Battalions, always firing while the others Work.

Two or Three Thousand Men may be employed in every Attack, and ordered to fall on near one another, or at a small Distance, and the Horse to be divided to sustain them : And a strong Body of Reserve is to stand ready out of Cannon-Shot, but the nearer the better, if a Place can be found under Covert.

THE Battalions which sustain that which falls on, must be directly in the Rear of it, but on the Right and Left, and at a greater Distance : By this Means they will see how they proceed who attack, and the better judge what they are to do themselves, and cannot be disordered by such as run away, or the wounded Men who retire, as appears by the Copper Plate.

ONE Squadron may be thought advisable to sustain them near at Hand, and the rest be kept just out of Musquet-Shot, causing them to advance as the Foot make themselves Masters of the Line. It would be convenient that the Regiments which sustain, should have some Tools, because, if the Enemy in a Consternation quit any other Place than that which was attacked, those Regiments may possess themselves of it.

WHEN an Army enters an Enemy's Country, it is either to form a Siege, of which we have spoken, or to ravage the Country, or to take a Post there to subsist for some Time, or to hinder the Conjunction of an Army designed to rendezvous there, or to fight one already joined. If the Intent be only to ravage the Country, divide the Army into several Bodies, but not so small as that either of them may be beaten.

If you take a Post to subsist upon it, chuse one commodious for Forrage, that has good Air, and so seated that you may have Provisions from your own Country, in case the Place where you are cannot furnish all your Forces ; and you must take care to secure a Retreat, if the Enemy should come upon you with stronger Force ; and it is safest to intrench.

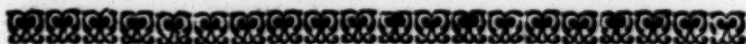
If you go to hinder the Conjunction of an Army, you must hasten into your Quarters, to surprise those who shall not be quick enough to retire, and then pursue the rest as far as may be.

If you enter an Enemy's Country to fight an Army already formed, you must be cautious, and know the Strength of it, and the Place where it lies, lest in your March you meet with it in a disadvantageous Place.

WHEN you enter an Enemy's Country, you must consider the Nature of the Rivers you pass ; as whether a great Shower of Rain, or the Sun melting the Snows, may not prevent you from repassing.

BUT when an Enemy's Army has entered your Country, and you are to drive it out, you must endeavour to destroy it without fighting, if possible ; as when it has passed a River that is not fordable, or some Pass that is on a Mountain, or a Morass : And this may be done by carrying off the Provisions that are before them, or by burning them, and then posting your selves between the River, Pass, or Defilee, and their Country, to hinder their getting Subsistence from thence, or returning thither. If they are in a flat Country, you may overflow the Place where they are encamped, by opening your Sluces, or cutting the Dikes, or swelling the Rivers by stopping their Course : Or Lastly, by securing several Posts, which will cut off their Convoys.

· If they can find Subsistence enough in your Country, and will not retire, you must attack them in their Post, except it be too advantageous to them ; and if you do not think fit to attack them, then intrench strongly as close as possible to them, and leaving some Troops there, make another Intrenchment opposite to the first ; and thus keeping them in, prevent their getting any Subsistence from your Country : Or if you judge it not proper to divide your Army, you must encamp on that Ground that will most incommode them.



The Order of Battle for forcing a Pass.

IF you would force any considerable Pass, to get into an Enemy's Country, it must be a Pass on the Mountains, or over a River, or a Morass, or an Intrenchment, of which sort there are many in the *Low Countries*. On this Occasion *all* does depend on Expedition, especially in gaining Passes on Mountains, from whence it is no easy Matter to drive those who have once lodged themselves.

If the Enemy are there before you, then endeavour to surprize them when they are not numerous ; if you fail herein, and must do it by open Force, strive to gain an Eminence above them, or if they are not very strong, and are shut up with Barriers, then attach them with *Petrards*, *Scaling-Ladders*, and *Hand-Granadoes*.

If a Tower or Castle secures the Pass, you must use the *Petrard*, or fix the *Miner* to it : And remember that in all difficult Places you must forecast to secure a Retreat ; and if you leave a Pass behind you, place a sufficient Guard there.

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- A. Bridge.
 B. Pontoons.
 C. Horn works.
 D. Intrenchments.
 E. Platoons to guard y^e Pontoons.



If you are to force a Pass upon a River, nicely observe the most convenient Place for a Passage on your Side ; and if there be any rising Ground, place your Cannon upon it, to prevent the Enemy's Troops from drawing up.

HAVING viewed the Place, make a shew of passing in several Places ; and when your Cannon is planted, throw up a Parapet on the Bank of the River about a Thousand Fathom in Length, placing Musqueteers behind it, then launch your Tin Boats, and send over some Men, part Soldiers and part Workmen, and let them throw up a Half Moon : This being done, send more to defend it, in case it be attacked, and other Workmen to make another Half Moon on the Right or on the Left of the first, as in the Figure.

If the Enemy do not press upon you, while you are making the first Half Moon, you may carry on a Horn-Work, the Wings of it to be flanked by the first Parapet, and the Cannon lodged there : But if the River be so broad that a Musquet cannot defend the Wing of the Horn-Work, it must be defended by Half Moons made beyond the Water.

It may be objected, that if the Half Moons are made, the Horn-Work is needless ; but there may be Time enough to throw up the Half Moons, and not the Horn-Work. In the mean Time you must labour hard at the Bridge, and when finished, cause the Troops to pass, if the Enemy be not on the Spot ; if they are, the Horn-Work must be finished, that they may not fall upon the Troops as they pass. When it is finished as strong as it shall be thought necessary, post as many Foot in it as it will conveniently hold, and some Field Pieces ; then the Cannon upon the Hill, keeping the Enemy at a Distance, the Cavalry may also pass. But yet this is not to be done, but when the Army is much weaker than your own ; for if they were as strong as you, then
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when half your Men were over they would fall in with them, and your Cannon or Musquets would do them no harm ; and though they could not force your Intrenchment, yet they would cut off all without it. Therefore if their Army be near as strong as yours, you must finish the Horn-Work, and at the same Time making another Bridge, and another Horn-Work, at some distance from the first, draw a Line from one to the other, as in the Plate.

THE last and surest Way is to secure a Pass at some Distance from the Place where you lie, that the Enemy may not presently have Notice of it ; and to keep part of your Forces as long as you can before them, giving them the least Occasion that may be to suspect you have detached any Troops.

IF there be any Brook, Morass, Ditch, Hollow-way, rising Ground, or other difficult Pass, or any Eminence at Hand, on which the Enemy may conveniently lodge themselves, and plant Cannon on the other Side the River where you design to pass ; it will be requisite to make some Redoubts on the Passes, if the Enemy are not there already ; for if they are much weaker than you, they may come and intrench themselves there, and by securing the second Pass, make the first useless.

IF you are to guard such a Pass, view all Places along the River that are fit for that Purpose, and throw up Forts and Redoubts before them if you can, and cause the Country People to be upon Guard, if you are afraid to divide your Army too much, that you may have Notice when the Enemy comes, and be ready to receive them ; and by your Spies, or other Means, get Intelligence when they make a Detachment to surprise another Pass. If you think that a Part of your Army can easily defend the Passes, you may divide the Remainder into as many parts as you shall think fit, to secure the other Passes from surprise : But if your Army is so far inferior

to the Enemy's that they despise it, and will pass by main Force, you must make the best of them according to your Circumstances.

If they draw up with their Field Pieces on the Edge of the Water, and have planted their heavy Cannon on higher Ground, resolving to pass without any Intrenchment under the Fire of their Cannon and small Arms, which they suppose will keep you at a Distance ; then if you have not an advantageous Place to plant your Cannon, you must post a Musquet-shot from their Passage, either above or below it, that so making an Empalement to cover you from their Artillery, you may Fire upon the Pass without being exposed. If there are any Hedges or Trees, take the Advantage of that Covert, for it is dangerous to lodge Cannon in the Sight of great Batteries. If there be a Hollow-way, Ditch, Ridge of Ground, or Hedge, lodge as many Foot as you can there, and strengthen your Lodgment the best you can : Yet if all your Efforts cannot prevent the Enemy from passing, as soon as a Part, which is weaker than your Army, is over, then rush in upon them, that in the Confusion the remainder on the other Side may not fire upon you lest they kill their own Men.

If they make a Parapet on the Edge of the Water on their Side, and detach some Men to make a Half Moon, and their Bridge, and that your Cannon and small Shot cannot hinder them, then if the Place be convenient for Horse, you must send some small Parties, stronger than those that are past ; for if you send great Bodies, they will receive more Damage from the Enemies beyond the Water, than you can receive Advantage by the Defeat of those that are past.

WHEN you come to the Pass, and the Enemies have made a Half Moon already, you must attack it with Vigour, if there be any likelihood of carrying it :

it : And if you are repulsed, then endeavour to prevent their throwing up other Works, by posting your Cannon and small Shot advantageously for that purpose. But if they have got a good safe Half Moon, and they are not over-hasty, it will be difficult to obstruct their Passage ; because their Workmen, which they send to make other Intrenchments, will retire to the Ditch of the Half Moon, if you press upon them : And they that sustain them will force you to retire with their Volleys, and the Assistance of those beyond the Water, and then the Men will return to their Work ; and as often as you attack them they will kill more of your Men than you can of theirs. However though these little Attacks cost you some Men, yet if by that Means you can retard the Work till Night, it will be a great Advantage to you ; for then being out of sight of their Fire, you may make Lodgments for Musqueteers, and raise Batteries as near their Works as possible, so that they who are lodged in them will, by their Fire in the Morning, hinder the Enemies from extending their Works ; and in order to prevent their Working by Night, you must make frequent Sallies as often as they go about it, which will not be very dangerous, or keep a continual firing with your small Arms, charged with Partridge-Shot ; but if you cannot hinder their passing, it will be easier to retire by Night than by Day. If you find the Pass well secured with Works, then if their be a Morass, Ditch, or Ridge, or any other advantageous Ground, intrench your self upon the Edge of it, to obstruct their second Passage.

WHEN both Armies have a design to possess themselves of an advantageous Post, it often occasions a Battle. The Precautions you must use in this Case is to send out Scouts towards them, and not to march without a good Number of small Parties out before you, to prevent meeting the Enemy in a dangerous Place.

Place. Send a strong Detachment before you to take Possession of the Post, and expect them there, provided your Detachment be strong enough to maintain it till you come up. If you know that the Enemy must pass a difficult Defilee, you must send thither to retard their March by spoiling the Ways, or skirmishing with them.

WHEN an Army, more numerous than your own, has invested you, and cut off your Provisions, and you see no Hopes of getting any without hazarding a Battle, you must then make an Attempt, either in order to get clear out of your Post, or else to bring in the Convoy.

IF the bringing in the Convoy be your Design, you must order it to come, with the greatest Secrecy that may be, that Road which you think will be most proper for you to meet it, without hazarding a disadvantageous Battle; and to effect this, you must march out with all your Forces; for though you ventured but little before the coming of the Convoy, yet the Loss of it would lose all, if your Safety depended on its coming safe.

BUT if you think there is as much difficulty in bringing the Convoy safe, as in leaving your Post; or though it should come safe, that it would subsist your Army but for a few Days, and that there might be the same hazard soon after in bringing another, so that the Delay would be no Advantage to you, then it would be more prudent to make your Effort at first than to stay any longer, because an Army always declines, and for the most part loses Courage and Strength.

IN order to force your Way, you must either leave your Baggage in the Place you quit, with a Guard; or if the Place cannot be defended without leaving many Men, you must take all with you, for fear of weakening your self; and if you apprehend that your Baggage may incumber you, and
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hinder the Retreat you hope to make without it, then let the best be saved, and the rest burnt.

HAVING first viewed the easiest Way, you must set forward at Night-fall, and at the same Time send Parties to give the Alarm to the Enemy in several other Places, that they may be doubtful which Way you draw off. If you carry your Baggage with you, then you must keep between it and the Enemy ; that is, when the Enemy is in the Rear, and the Baggage before you, and on the Left if they are on the Right ; and so on the Right if they are on the Left.

IF the Enemy be before you, you must march on, fighting courageously, and the same if they attack you briskly in the Rear, or on the Flank ; but if they come on but slowly to retard you till all their Forces come up, then you must not stop at all, but defend your self retreating, never losing Time to sustain the Troops that are attacked, though some of them be lost : Nay, it is sometimes absolutely necessary to lose a small part to save a greater ; but this Resolution is never to be taken unless the greatest Extremity compels you to it.

WHEN you would bring two Armies together, and the Enemy lies between them to hinder their Conjunction, you must appoint the Rendezvous upon the same Spot, and at the same Hour, on the Right or on the Left of the Enemy, that so you may endeavour to join before they have got Intelligence of your March : Or if there be no passing without attacking them in their Post, then both must march and fall on at the same Time.

BUT if you can find means of joining elsewhere, and there is a River or Defilee to pass before the one can come at the other, then the Army that is not to pass must be there first to expect the other, and throw up some Intrenchments expeditiously, to lodge Musqueteers in them to secure the Pass, in
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case the Enemy should come, and fight the other Army separately from yours ; and in this Case you must pass to relieve it. If the Enemy marches to meet one of your Armies, it must avoid a Battle until the other is come up, which may be effected by securing an advantageous Post.

It Sometimes happens that a *General* is drawn in to give Battle when an Army comes to besiege a Place, which he has newly taken, before he decamps from before it. But if he will avoid fighting after he has taken the Place, and prevent its being besieged again, he must furnish it as expeditiously as he can with Ammunition and Provisions, repair the Breaches, and add what Fortifications he thinks fit ; and though your Convoy be not quite ready, or so complete as you would have it, yet if you apprehend that the Enemy may come on before its Arrival, you must hasten it away in the Condition it is, and send back immediately for the rest : It is a great Satisfaction to have a Part when we cannot have All.

WHEN you are Master of the Place, you must keep only that part of the Circumvallation which is most advantageous, joining it to the Town with an Intrenchment, that your Army may not be too far divided, and then throw down all the rest.

WHEN the Enemy comes to besiege the Place, if you have almost put it into the Posture you desire, you must place there all the Provisions and Ammunition you have for the Army, and retire into your own Country, leaving such a Number of Forces as you think requisite for its Defence. However, take care not to leave your self so bare of Provisions or Ammunition, that the Enemy may take an Advantage of it, if they pursue you ; and that they may not hinder your coming to the Place where you can have a Supply before what you carried with you be spent.

IF the Enemy encamp between you and your Country, and you do not think your self in a Condition to give them Battle, you must continue in your Camp, provided you have Provisions enough to support you while you stay for considerable Succours. If you will not stay, and have Provisions enough in the Place, you must take care that your Retreat be as little known to the Enemy as you can, leaving your heavy Cannon in the Town, if you have not Time to send it away before you.

IF the Place be not sufficiently provided, and you have hopes of doing it, you must stay in your Camp to prevent the Enemy from forming the Siege ; then cause your Convoys to come with as much Secresy as possible, and send out Parties to meet them, some one Way and some another. In this Case you must consider and weigh well which is of the greatest Importance, the Army or the the Place, and hazard the least to secure the most.

IF you are to cross an Enemy's Country to relieve a Town of your own, or an Ally's, you must march with all possible Expedition by way of Surprise, carrying nothing with you that is heavy ; though there is sometimes a necessity of carrying heavy Cannon, as where there is a Castle or Town in the Way, through which you must unavoidably pass.

IF you would prevent an Enemy's Army from crossing your Country, you must endeavour to cut it off in the Van at some Pass, or fall upon its Rear, when half passed some Defilee, giving it a check by this Means, till the Country is in Arms, and all your Forces are joined : And you must endeavour as much as possible to avoid coming to a Battle, unless you have a great Advantage, because, by fighting in your own Country, the Loss of one Battle may lose all.

The Order of Battle Retreating.

A GENERAL can never give greater Testimony of his Courage and Conduct than in a fighting Retreat ; for there is such very little Difference between this Action and Flying, that unless the Commander's Resolution and prudent Orders make it known to the Soldiers, they will be apt to mistake the one for the other.

RETREATS may be *Forced* or *Voluntary* ; of a small Number before a greater, or a greater one before a less.

VOLUNTARY Retreats are when an Army, being encamped before an Enemy, will change its Post for Conveniency, or marches to form a Siege, or upon some other Design. There is scarce any Difficulty or Hazard in a Voluntary Retreat, because, as there is no Necessity to compel *Generals* to it, they seldom undertake it when they are apprehensive any Difficulty will attend it.

FORCED Retreats happen when an Army, having its Provisions cut off, or being prevented from Forrage, is obliged to run the Hazard of marching off, rather than perishing in its Situation. It may also be forced to retreat when the *General* receives Orders from his Prince to return into his Country on Account of any Disorder there, as a Rebellion, or an Irruption of another Enemy.

If the Army that retreats is stronger than that which pursues, Care must be taken to provide, that at all Defiles through which it must pass, the Troops in the Rear be not too far divided from the rest, and that in Case they be attacked, they may be easily

succoured. If it must file off in a Wood, a great Number of Musqueteers must be posted on the Right and Left till all the Horse are past. The heavy Cannon and Baggage is to march in the Front, with only one or two Squadrons and some Musqueteers, as well to disappoint any Ambush, as to prevent the Baggage from falling into Confusion.

If the *General* suspects that the Enemy will detach Parties from their Army, or send Troops from their Garrisons or Country towards the Front of the Army, either to cut off the Van in some difficult Pass, or to plunder the Baggage; he must detach such Forces from his Army as he shall think necessary to prevent these Inconveniences, either securing the Baggage, or the Place through which he is to file off.

In all Defilees he must cover himself with his Cannon as much as may be, lining the Hedges of the Pass with Field Pieces, and with all his Cannon if he perceives the Enemy will attack him when he is half through.

If he is in such a Condition as to desire to come to a Battle, he must use his endeavours to draw the Enemy to it, either by turning back upon them when they have passed some dangerous Defilee after him, or else by drawing up in Order of Battle behind a Hill or Wood, with the greatest part of his Forces, and causing the Baggage and the rest to hold on their March, so to take from the Enemy all Knowledge of his Ambush, or to fall upon their Flank when they are advanced towards their Baggage.

If the *retreating* Army is weaker than that which pursues, which ofteneft comes to pass, it must march with all possible Expedition, even though it should lose some Soldiers that could not keep up with it; and he must not quit all, or any part of his Cannon, except the utmost Necessity compels him to it: But for the Baggage, if the Retreat be not easy,

eafy, he muft incumber himfelf with as little as may be ; and if he is fo hard preffed that he muft unavoidably come to a Battle, he muft chufe an advantageous Opportunity for himfelf, endeavouring to draw up behind a Wood or Hill, as was faid before, that he may fall upon the Enemy's Flank ; or elfe as they purfue him, making a quick Counter-March after paffing a Defilee, that he may engage one part of the Enemy's Army before it can all join together.

IN fuch Cafes of Compulfion there is no counting the Numbers of Men ; for though you are but half, or the third part of their Number, yet you may lay hold of fuch an Opportunity, and with fuch Refolution, that you may defeat them.

If you are fo weak that nothing can be done by fighting, or speedy marching ; or if a too powerful Number of the Enemy have got before, and hinder your paffing ; then the laft Refolution to be taken, is to preserve what may be faved, dividing the Army into Four or Five Bodies, which muft march feveral Ways to make their Escape : And thus the Enemy not being able to divide themfelves fo foon to follow them, fome of them will have the good Fortune not to be purfued, or to efcape if they are. But if the retreating Army is not above one third weaker than that which purfues, and the *General* has Orders not to engage, he muft then quit the worft of his Baggage ; and if he can leave his Cannon in a Place of Safety, only take fome fmall Pieces which will not retard his March, and then fet forwards with the greateft Secrefy. He muft march Day and Night, and not halt any longer than is fufficient to give Time to his Men and Horfes to recover their Strength ; but if the Enemy comes up with him, he muft march flower, and fend Pioneers before him to mend the Ways, with fuch Officers as are in Authority, careful and underftanding, that the

the Work may be done with Expedition, the most necessary Thing in Retreats.

If any Party be detached from the Main Body to pursue him, he must charge it furiously, or endeavour to cut off by an Ambush, or send some Squadrons about to cut off their Retreat, while he attacks it in the Front.

MUSQUETEERS must be posted in all strait Passes to skirmish with the Enemy ; and in Plains let the Army march in close Order, and retire through the Plains or Covert-Ways, according as he is stronger or weaker than the Enemy in Horse or Foot. He must endeavour to halt by Night or Day, on the Edge of some Defilee, after he has passed it : And if he has made a very long March, and believes the Enemy have left so many behind, that they cannot be so strong as he, let him lay hold of that Opportunity to give them Battle ; and if he marches through a Wood, he shall cause as many Trees as he can be cut down a-cross the Wood, for it will take up more Time to remove than to fall them.

ALL Orders of Battle for a Retreat differ according to the Diversity of Circumstances that occur ; but the *General* is not to draw up in Order of Battle (unless compelled to fight) that being incommodious for marching. The usual Method of Retreating is in Columns, except a small Body in the Rear ; and in an Army of Fifteen or Twenty Thousand, it usually consists of Eight or Ten Squadrons, and Two or Three Battalions, which are to march in a Line in an open Country, only keeping Two Squadrons behind to amuse the Enemy. Aut in an enclosed Country the Battalions and Squadrons must be intermixt, and detached Musqueteers must bring up the Rear : Secresy in Setting forwards, Diligence in Marching, Care in mending the Ways, and Cunning in Fighting, are all the Advantages in this Part of War.

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Of S I E G E S.

BEFORE a Place be invested, a *General* must be informed of its Strength; and it may be strong in its self, or by reason of the Easiness of throwing Succours into it: If it be strong in its self, it must be so either by Nature or Art.

PLACES are strong by Nature, when they are difficult of Access, either by being seated on a Morass, or by being enclosed with Rivers, or Waters, as Lakes or part of the Sea, which cannot be waded through; and if they are not frozen in Winter, it is a great Advantage to the Place. They are also strong when seated high with steep and rocky Avenues, especially if the Rocks are difficult to be undermined, or where there is no Water or Forrage near, and consequently great Armies cannot continue long about them. Again, Places are strong, when the Army that attacks it find it difficult to bring their Convoys, or to carry on the Trenches, when the Ground is stony, or when there is a loose Sand, or that there is no digging without meeting Water; or else when the Place is encompassed with high Mountains which are full Cannon-Shot from it, and therefore the Circumvallation must be conveyed a great Way about; or so seated that the Lines cannot be carried up to the highest part of them, and then they who come to relieve the Place, will command the Besiegers Lines. Places are also reckoned advantageous, when there are no Valleys, Hollowways, Ridges, Hillocks, Trees, Hedges, or Houses within Cannon-Shot, that can favour the Approachers. If there are Houses or Villages, they must be burnt down immediately.

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THE Strength which Places may receive from Art, consists in the manner of the Fortification, *viz.* that it be well contrived according to the Ground it stands on ; that all Posts, which may be attacked, be well flanked ; that the Wall be so high as to be above scaling, well knit, and made of good Stuff.

THE Strength of Places also consists in the Height and Thickness of the Ramparts ; in the Cavaleers or other Platforms for planting Cannon ; in the Structure of the Wall, *viz.* when it has convenient Casemates ; in the Depth and Width of the Ditch ; in the Difficulty of descending into it from Abroad ; in the Coffers in the Bottom of the Ditch ; in the detached Bastions, Half Moons, and Horn-Works ; in the Contrivance of the Outworks, that is, the Height and Breadth of their Ramparts, the Width and Depth of their Ditches, their Facing, and the Defence they have from the Body of the Place ; in the Depth of Water there is, or can be brought into the Ditches ; in the covered Descents from the Place to come out to defend them, whether dry or full of Water ; in the Easiness of the Communication between the aforesaid Outworks and the Body of the Place ; in being fraised and palisadoed ; in having Traverses in the Ditches to hinder a Descent into them ; in having large Covert Ways to lodge abundance of Men, and where they may not be seen from any Places where the Enemy may lodge themselves.

THERE are some Places so advantageously seated by Nature, that they may in a short Time, and with little Charge, be made so strong, that it will require as much Art to besiege them, as many others that have perfect Fortifications ; such as Islands, Peninsulæ, and Places seated on Eminences of difficult Access, or in Morasses.

BESIDES

BESIDES the Fortifications, the Strength of a Place consists in the Ammunitions, Provisions, and Cannon they are stored with ; in the Easiness of making Retrenchments ; in the Number of Troops and their Valour ; in the Capacity of the Governour, and other Officers ; and in the Unity of the Garrison among themselves, and with the Inhabitants.

THE *General* being thoroughly informed of the Condition of the Place, he must consider whether he has, or can easily have Men, Provisions, Ammunition, and Money, which will be requisite as long as the Siege shall hold, and whether while he attacks that, the Enemy may not besiege another of greater Consequence. Being resolved to attack the Place, he must march with all the Expedition he can to surprize it, and prevent, if possible, any Succours from being thrown into it. If his March be long, and he fears the Enemy may get Intelligence of his Design by his marching directly towards it, and so have an Opportunity of supplying it with what is necessary for its Defence ; he must then strike out of the Road, and endeavour to make the Enemy believe he designs to lay Siege to some other Place, detaching a part of the Army to invest the Place, which he really intends to besiege, and hasten to join them as soon as he can judge them to be before the Place.

THE *Major-General*, or other Officer, who commands the Body that goes to invest it, at about a League distant from the Place, shall detach Two or Three Parties of Horse, or more ; and each of these Parties must be stronger than those that can come out of the Garrison ; they are to ride up as near the Outworks as possible, to hinder any Thing whatsoever from getting in.

WHEN the *Major-General* is come up, he must post himself between the Place and that Side whence

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it is most likely the Succour may come ; and if he takes any Prisoners, he shall enquire what Numbers are in the Place, as well Soldiers as Inhabitants, and Peasants of the adjacent Parts, and what Provision and Ammunition they have. He must also enquire if they had Notice of the Siege, how long since, what Succours they expect, and which Way they are to come. He must send out small Parties upon Discovery, and to his *General* to inform him what Intelligence he has got, and divide or keep his Forces together according to the Notice he has received : As for Instance, if the Enemy are marching towards him with equal Strength, or little inferior to him, he shall keep in a Body ; and if he can be sure which Way they design to throw in Succours, he must march a little way to meet them, lest they slip in by some other Passage than that which he guards.

It is better to fight a strong Party, that comes to throw it self into a Place, at a distance than near to it ; for though you should defeat them near the Place, yet some of them may get into it ; whereas if you fight them at a Distance, it is easier to prevent those that run away from escaping to the Garrison. If the *Major-General* thinks he shall not stand in Need of all his Troops, he may leave some near the Place to prevent any, especially Officers, from throwing themselves into the Garrison, in the Confusion which is often even among victorious Troops.

If the *Major-General* is so uncertain which Way the Enemy will march, that he thinks it best to keep near the Place, and always have Parties abroad to discover their March, and at Night shall be within Cannon-Shot of the Place, in one or two Bodies, according to the Intelligence he has received. He must continue under Arms all Night, and not suffer his Troops to have above half Rest in the Day, till the *General* comes. He shall go quite round the
Place,

Place, and view the Avenues by which Succours may come, and the Fortifications, and which Side is easiest to be attacked ; and what Places are properest for the Quarters, and to draw the Circumvallation, that he may advise and inform the General.

WHEN the General is at hand, he must send a Party to advertise the Major-General, and a Person of Capacity to bring back an Account of all that has happened ; and finding all Things are well, he shall advance at the Head of the Army, and go himself and view where he is to settle the Quarters : The Major-General shall meet him a little way, and tell him all he knows ; and as the Forces come up, the General is to send them Orders where to encamp.

IT is not easy to fix the Quarters the first Day for the whole Siege, and what Number of Troops is to be in each of them ; therefore the General shall go round the Place, or part of it the next Day, to view it, attended by the General Officers and Engineers, and having called a Council of War, resolve what Quarters to take, what Number of Troops each Officer that commands in them is to have ; where the Attacks are to be made, and Bridges laid if there be a River, to secure a Communication.

THE Considerations to be had in the Choice of the principal Quarters, are to observe which Way the Enemy may come to the Relief of the Place, and where the Attacks are to be made, to the End that the Main Quarters being at hand, may relieve them in case of Need, and with more ease send out the Guards of the Trenches, and carry the Ammunition and other Things necessary for the Attacks ; and that the General Officers may with more Ease go into the Trenches, and back to the Quarters.

The Conveniency of Covert, Forrage, and Water both for Men and Horses, are to be considered.

AFTER distributing the Main Quarters, there are some small ones posted between them, according to the Circumference of the Place, and the Number of Avenues there are to it. But if it may be thought that considerable Succour may arrive before the Lines are finished, then the Army shall be divided only into Two or Three Parts, lest the lesser Quarters might be cut off; but when the Lines are complete, there shall be several of them posted about, so that if they are attacked on a sudden, where they are remote from the Main Quarters, they may have speedy Succour.



The Manner of Besieging Maritime, or Inland Towns.

THE Methods to be observed in Sieges are either by Famine, by open Force, without a Circumvallation, or with one.

PLACES attacked by Famine, or starving them, when it is thought that Method will sooner succeed than open Force; or else so spare Men: And these Places are either *Inland* or *Maritime*.

THE *Maritime* cannot be blocked up without an Army and a Fleet; and the Army may sometimes be obliged to draw Lines of Circumvallation or Contravallation. Sometimes the Army may be of no Use, as when the Country about it is at your Devotion, and the Place so remote from the Enemy's Country, that it can get no Relief from thence; but yet there must be a small Camp to hinder the Enemy from making Excursions, and to prevent the
Country

Country People from carrying them Provisions underhand ; and also lest any Succours may be brought by Sea, and landed at a Distance to be conveyed in by Land. If the Place stretches far along the Sea, and there is no Point of Land running out, it must be blocked up by a great Number of Vessels ; but if it only touches upon the Sea, and has no Port, then according to the Condition the Garrison is in, and the Army which attacks it, the Besiegers may lodge themselves very close to it, and raise great Batteries to hinder Ships or Boats from putting in any Relief. If there are any Points of Land that run out, Batteries may also be erected upon them to sink any Vessels which shall attempt to throw Succour into the Place, and to assist the Fleet if it shall be attacked. If the Points of Land run far out into the Sea, and Means can be found to choak up the Passage between them, it will be a Work of great Importance, as was done formerly at *Reibel*.

MORE Precaution is to be used in attacking a *Maritime* than an *Inland* Town, because there cannot be so much Security against Succours by Sea as by Land ; Fleets coming from afar, and consequently unexpected, are often seen by the Besieged before it was known to the Besiegers that they were put to Sea ; and though the Fleet of the Besiegers had never such early Notice, to prepare to engage the Succours, yet if the Enemy's Fleet be stronger, the Besiegers must be obliged to raise the Siege. Fleets may be destroyed by Storms, but an Army may secure it self against the greatest Forces that can come to relieve the Place, by making a good Circumvallation.

IF you are apprehensive that an Army will come to relieve the Place, you must encamp without Cannon-Shot, and draw such a Line of Circumvallation as shall be thought requisite ; or if you are assured that the Succours are weak, and have a great Way to

march, or bad Ways to pass, you may take up your Quarters on their Way to harass your Army the less. But in this, as in all other Warlike Expeditions, the surest Game is to be plaid.

If a *General* is not certain that he can take the Place, before the Enemy's Fleet can come to relieve it, he had better not attempt it, because he will hazard the Reputation of his Prince's Army, and his Expences of the Siege be fruitless. But if he is sure to be Master at Sea, and expects never so great an Army by Land, and has Time to intrench himself, he may undertake any Thing. All Things that may happen are to be considered, and particularly whether the Enemies, by venturing some Vessels, may put so much Succour into the Place, as may prolong the Siege for some Days, and by that Means gain Time for the Fleet to come.

For the better Security of the Sea, the Fleet should be drawn up in a Semicircle, Cannon-Shot from the Place; and the better to shut out small Vessels, Cables or Chains should be extended from one Ship to another, or else to place them as close as the Number will allow, with Boats and Barks between them, when the Weather will permit. If the Fleet that comes to Succour the Place, will (as you believe) venture some part of their Number to relieve the Place; then it is better to weigh Anchor and meet them, lest they should come in close Order, and fall upon part of your Half Moon, while the rest, that is not engaged, break through to the Town.

CIRCUMVALLATIONS are used against Maritime, as well as Inland Towns, when it is expected that the Siege will last so long as to give an Army Time to come to its Relief, or to prevent small Succours that may daily cast themselves into it. The Line of Circumvallation must be without Cannon-Shot of the Place besieged, unless there be deep Valleys, or
great

great Ridges between the Place and Line of Circumvallation, where the Troops may be drawn up without being seen from those Places where the succouring Army can come, or from the Town besieged. If there be any Hills, or small Heights a little above Cannon-Shot from the Place, the Line must be carried along them; but if they are at too great an Extent from the Line, and yet the Enemy may make an Advantage of them, by planting their Cannon there, then you ought to raise Forts there; and the Proportions to be observed, as was said in the Directions for encamping.

You must not make many Redoubts, unless you fear the Guard in the Quarters may be cut-off by the Besiegers. The least Redoubt must be Twelve Foot wide, the Ditch at least Fifteen or Sixteen Foot wide, and Eight or Ten Foot deep, and palisaded and stockaded as far as may be. If the Line of Circumvallation runs a-thwart a Hollow, it will be dangerous to carry it on in a strait Line, because if the Enemy get on the higher Grounds, they can see all the Troops within the Line, and might attack it in the Bottom, under the Shelter of their Cannon planted above; and therefore the Line ought to be crooked. The Guard is posted about the Circumvallation, according to the Strength of the Enemy, and their Nearness or Distance. When there are Forts and Redoubts, the strongest Guards are to be posted there, to prevent surprise. And the Guards and the Quarters are to be strengthened according as the Enemy appears on one Side or other of the Circumvallation.

WHEN a *General* undertakes to starve out a Place, he must be sure to lay up Provisions and Forrage enough for the Time the Siege may last, or be sure of having them brought safe without being cut off, lest he be besieged himself.

IF in the Place besieged there be a strong Garrison, it will be requisite to make Redoubts between it and the Circumvallation, to prevent their Sallies, or to serve for a Place of Retreat for Forragers, or those who go from one Quarter to another, who may else be taken by the besieged. But if the Garrison be so strong as to be able to cut off any Quarter, or make themselves Masters of any part of the Circumvallation, and bring in Succours that Way, then a Contravallation must be made, without Falconet-Shot : And the Ditch must be wider and deeper, narrower and shallower, as there is more or less Danger from the Besiegers. When the Garrison is strong, and nothing to be feared from abroad, then there is only a Line of Contravallation thrown up.

WHEN a General is resolved to attack a Place, and has taken all the Precautions beforementioned, then while the Circumvallation is carrying on, he must gather store of Tools, Fascines, Gabions, Hurdles, Baskets, Barrels, Earth-Sacks, Timber for Platforms, Mantelets, Chandeliers, Blinds, and Galleries. Two Attacks are generally carried on, and sometimes Three, if the Place be large, and the Besiegers can furnish Numbers enough for Guards and Workmen.



How to View and Judge of the Side where the Attacks are to be made.

THE Easiness of an Attack depends on the Weakness of the Place, or in the Facility of making Approaches. The Weakness consists in the Parts being least flanked, ill-faced, not well terrass'd, least capable of retrenching within, not well ditch'd, and less covered without with detach'd Works, and cover'd Ways.

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THE Easiness of approaching consists in Hollow-ways, Bottoms, deep Valleys, Ditches, Ridges, and Hedges, where Men can be under Covert ; or in the Facility of throwing up the Earth, or in having Hillocks and small Eminences, which serve to plant Cannon to advantage ; or in higher Grounds, which overlook and command the Place, either with Cannon, or small Fire Arms ; and in the Nature of these commanding Places, that is, whether they are directly Fronting, or, which is least dangerous, Reverse, that is, playing on the Back of a Post, or Enfilading, which sweep quite along it.

If those parts of the Place are best fortified, where the Approaches are easiest, and the weakest are most difficult of access, then in chusing the Attack the Advantages and Disadvantages on both Sides are to be weighed : But in a great Siege, the Faults in the Fortifications of the Place generally turn to better Advantage, than the Easiness of making the Approaches, especially when the Garrison is strong.

WHEN the *General* has resolved upon the Places for carrying on the Attacks, the Engineers must go again to take a more strict View of them, both as to the Ground they are to be carried through to make the best Advantage of it, and to see whether there are Ridges, Hedges, or Ditches, to run the Trenches along them ; if there are any Dales or Hollows, to make use of them for Places of Arms ; to contrive the Situation of the Redoubts, so that they may defend the Trenches, and look down into the said Deeps and Hollows ; and though the Way be longer by those Places than if the Trenches were carried along the Plain, yet it is generally safer for taking the Advantages that lie in the Way. If a *General* can get a Plan of the Place, it will contribute much to the Facility of taking it.

The Manner of Opening the Trenches.

IF the Place be strong in Cannon, the Trenches should be opened out of the reach of Musquet-Shot, and even of Falconet: The *General* must be at the opening them; and they who command other Attacks, at the opening theirs.

THE Tail of the Trench must be opened at a very great Distance, if the Place be a Plain and no Covert for the Horse to sustain them; and the first Night be spent in making a Place of Arms for the Horse, with Three or Four Hundred Paces of Trench before it, and out of Random-Shot of a Musquet. The next Day shall be spent in enlarging the Trench made at Night to Six or Eight Foot, if it may be, and to raise the Covert of the Place of Arms for the Horse. The Guard of the Trenches is first to be weak in Foot and strong in Horse, especially in the Day-time, and in a plain Country. The first Day I would not leave above Fifty or Sixty Foot, with a *Captain* and a *Lieutenant*, at the Head of the Workmen, and make the Guard so strong in Horse, that there should be nothing to fear: The Advantage is, that the Horse may keep at a great Distance from the Place, and yet come up time enough to relieve the Trenches, if the Enemy sally; whereas the Foot, who cannot march so fast, would be obliged to stand within Falconet-Shot of the Place: But it is very rare to find a Plain so open, that there is no Place to post the Foot under Covert, at least if they lie flat; but yet the Foot should be spared as much as possible the first Days, and a small Number be put upon Guard, being always much more fatigued in a Siege of any continuance than the Horse.

A small Redoubt must be made the second Night, a small Musquet-Shot from the Garrison, and a Trench drawn from the Place of Arms of the Horse to the Redoubt, and in the midst of it a Place of Arms for the Foot, which will serve only for the first Days of the Siege, as usual in all distant Works, because the Guard of the Trenches are continually carried on nearer ; besides it is useful some Days for the Soldiers, and serves afterwards to lodge the Sutlers, some of whom must be always in the Trenches, that the Soldiers may not leave their Work to go for Provisions to their Quarters. The second Day a small Body of Foot may be left in the Work of the first Night, and a small Body of Horse in the Place of Arms, till it is finished, which is generally the third Day.

THE Trenches are not to be much advanced the third Night, if the Garrison be strong, but the Redoubt must be made tenable, the Place of Arms for the Horse and Foot raised, and a Line of an Hundred or Fifty Paces advanced. The intrenched Way must not go into the Place of Arms, but there must be Banquettes, supported with Stakes, Fascines, and Sand-bags, for the Musqueteers to fire over the Parapet ; they must be quite open behind, that the Battalions may go out into the Plain, and the Horse beat out the Enemy, if they should come into them.

THERE must be Places enough in Number and Largeness to contain all the Guard of Foot, which must be there, at every Attack, or in the Redoubts ; but never in the Trenches, unless when near the Place, at which Time Musqueteers should be lodged there to fire upon the Enemy.

IF the Trench can be advanced the third Night to the Ground where the *General* shall think fit to place the first Battery, it must be begun the said Night. Batteries cannot have much Effect if they
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are above an Hundred and Fifty Foot from the Place in a plain Ground, and this is generally the Work of the fourth Night. The Battery is to be enclosed between a Redoubt and the Trenches : And the intent of this Battery is to beat down the Parapets of the Enemy, and to dismount their Guns that command the Trenches. All the Cannon for Battery are generally planted there, both to incommode the Enemy, and to master their Cannon : And though the Place be but poorly provided with Artillery, yet it will prevent this Battery doing any Service, unless it has many Cannon. The Batteries nearest the Place are least exposed, because seen from fewest Places ; and the Cannon of the Garrison being generally planted high, either on Cavaliers, or on high Ramparts, they cannot do Execution near the Place, because they cannot be brought to bear.

THE fifth Night a Redoubt must be made on the Wing of the Battery, and a Line carried forward as far as may be ; and if the Parapets of the Redoubts, and Places of Arms are to be raised, some Workmen must be sent thither.

THREE Nights and Two Days are generally spent in putting Batteries into a good Condition, and the third Night the Guns are planted ; but if Care be taken, then Batteries of two or three Guns may be finished in two Nights and one Day.

THE Trenches are to be carried on, and a Place of Arms made the sixth Night.

A Redoubt shall be made the seventh Night, and all behind it put into a good Posture.

THE Trenches shall be carried on the eighth Night, and a great Place of Arms made within an Hundred Paces of the Glacis.

FOR the better understanding this manner of advancing the Trenches, see the Figure of the Attach, where the First Night's Work is marked A, which is the Place of Arms for the Horse, and the
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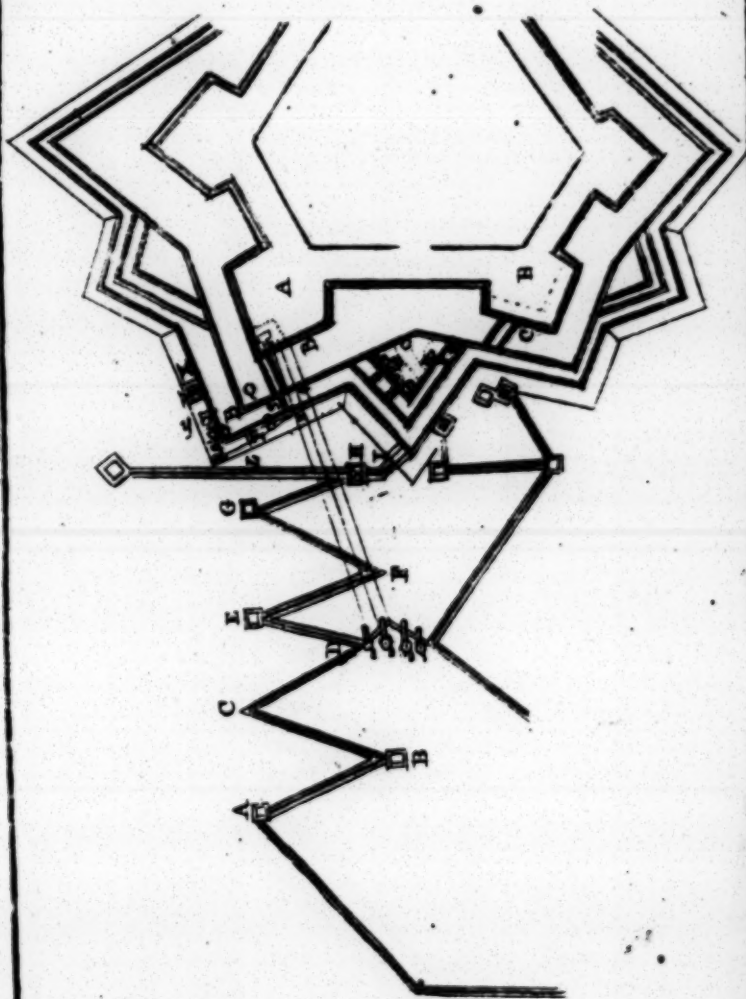
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Trench behind ; the *Second* Night's Work is from A to B ; the *Third* from B to C ; the *Fourth* from C to D ; the *Fifth* Night's Work is the Redoubt E, and the Line of the Battery from D to E ; the *Sixth* Night from E to F ; the *Seventh* the Redoubt G. If there be Cause to fear Sallics, and the Works are not yet well finished, no advance shall be made the *Eighth* Night, but let the Redoubt be made tenable, and work upon what is most necessary behind it. The *Eighth* or *Ninth* Night the Place of Arms H, and the Line G H shall be made. This Place of Arms is to lodge a Body of Foot, and to lay up a store of Barrels, Fascines, Blinds, Chandeliers, and other Things necessary for carrying on the Trenches, and making Lodgments on the Counterscarp.

As there is no positive Rule for advancing the Trenches, what has been said may serve to give some Light into what may be done, as near as can be ; and the Work may be advanced or retarded according to the Strength or Weakness of the Place besieged ; according to the Defence it makes by Sallics, or firing from the Ramparts, or the Outworks ; and according to the easiness or Difficulty in digging the Trenches, or according to the Number of Men appointed for the Works, or according to their Work as they are well directed and paid.

THERE must be more or less Redoubts, and Places of Arms, as the danger of Sallics may be greater or smaller. And for the better carrying on the Work in advancing the Trenches, till it be brought within Two Hundred Paces of the Place, a *Sergeant* shall be posted at Night with Fifty Men at the Head of the Workmen, supported by a *Lieutenant* and Thirty Men ; on the Right of them a Battalion, and another on the Left, lying flat on the Ground.

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WHEN the Works are advanced near the Place, if there be no Ridge of Ground, or a Hollow capable of covering Men, a *Serjeant* and Fifteen Men only shall be posted at the Head of the Work, and Battalions in the nearest Places of Arms, and behind the Redoubts, which are nearest the Place, to sustain the Workmen in Case of a Sally; and great Care must be taken that they do not shew themselves upon false Alarms, which the Enemy will make, to fire with their Cannon and small Shot upon the Battalions, when exposed.

WHEN the Place of Arms H is made, which must be opposite to the Angle-Rentrant (or pointing inward) of the Covert-Way, between the Half Moon and the Bastion designed to be attacked; a Line shall be drawn from each End of the Place of Arms, to come as near the Foot of the Glacis as may be, so as not to be enfiladed; and it being dangerous to open these Lines without some Covert, by reason of the Nearness of the Enemy's Covert-Ways, they must therefore be made with abundance of Fascines, or Sand-bags, and small Gabions, to cover next the Place: And as they are covered or filled with Earth, they may still be carried on before the Workmen. If it rains in the Night-time, or is very dark, some Workmen may be sent to make a Line out of Covert in order to prevent a Sally.

If the Garrison be very bold, instead of the Place of Arms H, another Redoubt is to be made; and the two Lines drawn from it to the two Angles-Salient of the Covert-Way, to be enlarged to Twelve Foot, that they may serve for Place of Arms to lodge great Bodies when you would make a Lodgement on the Covert-Way, and to lay up store of Necessaries for advancing the Works. There must be a Banquette made in it of Clay, Stakes, or Fascines, and the Parapet be set with Sand-bags or Baskets, supported within as well as the Banquette.

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WHEN two Attacks are carried on against the same Tenaille of the Place, that is, when they are carried on against two Faces of opposite Bastions, as shewn in the Figure, and the Ditch is full of Water, very often the Half Moon between them is not attacked, in hopes the Enemy will quit it when the Besiegers are lodged on the Angles of the Covert-Way, which are before the flanked Angles of the Covert-Way: But this is a bad Method, because the Half Moon and the Covert-Way before it, do enfilade, or sweep along almost all the Lodgments that can be made on the Covert-Ways before the Bastions; and thus, besides the Men lost in making those Lodgments, and the Delay occasioned by the Loss of Men, you may be forced to return to the Attack of the Half Moon, for you cannot enter the Ditch except you are Master of it.

If the Lines drawn from the Place of Arms, or Redoubt H cannot come within Four or Five Paces of the Foot of the Glacis, One or rather Two Saps should be made toward the Angle, till you are within the said Distance, and from thence you must attempt to lodge your self on the Covert-Way.



The Manner of making Lodgments on the Covert-Way.

TO make Lodgments on the Covert-Way is generally the most difficult and bloody Action in a Siege: Some are for marching bare-faced to dislodge the Enemy, when the Trench is within Twelve or Fifteen Foot of the Glacis, and make a Lodgment on the Angle at the same Time. Others, to save their Men, are for proceeding to the Glacis

by Way of Sape, and then making Fourneau, or small Mines, lodge themselves on their Ruins: Some are for making the Lodgments by Day, and some by Night. The best Way to make them is by open Force, without making Saps or Fourneau, and to attempt them by Night; and though more Men are lost this Way than the other, yet much Time is saved, and the Danger is over in a few Hours. Whereas if you proceed the other Way, more Men are lost in the Sallies which the Enemy make, by firing from the Place into the Trenches, and by the continual Fatigue the Soldiers endure in Sieges, than if you made a Lodgment by open Force. But the *English, Germans, and Dutch*, are of a contrary Opinion, judging it much safer to make their Lodgments by Saps.

For the better making them, it will be convenient that the Line drawn from H, opposite to the Angle-Salient of the Covert-Way B, do run Ten or Twelve Fathom beyond the said Angle, and be very wide, to contain a Body of Foot, that may sustain the Lodgment.

In the Line H I shall be all necessary Provision of Fascines, Clay, Baskets, Earth-Sacks, Barrels, Mantellets, Wheelbarrows, Chandeliers, Pickaxes, Spades, and Shovels, and a sufficient Number of Workmen; and Fighting Men shall be added, who are to be disposed after this manner:

For Instance, suppose the Guard of the Trenches to consist of a Thousand Foot, and with them Five Hundred Workmen, they shall leave the Place of Arms between E and F, the Redoubt E, the Battery D, and all that is behind, to be guarded by those that are detached from all the Army, to sustain the Battalions that mount the Trenches that Day, which is always to be practised upon the like Occasions. A Hundred Men shall be put into the Redoubt G,

Two

Two Hundred into the Place of Arms H, Four Hundred Musqueteers into the Line H L, to fire continually from thence, and an Hundred and Fifty into the Line H I; a strong Detachment shall be appointed to make the Lodgment, and thus ordered: An Engineer in Armour, and a *Serjeant* with Fifteen proved Men, shall first march to the Angle-Saliant of the Covert-Way, from whence they shall make a Discharge upon the Defendants within, and drive them off, if their Number be small: A *Lieutenant* with Thirty Men shall sustain him; and a *Captain* with a *Lieutenant*, or *Ensign*, and Fifty Men shall sustain him. The rest, commanded by a Field-Officer, shall be in two Bodies, one stronger than another, as the Enemy may be feared, either on the Right, or on the Left.

EACH of these Bodies shall again be divided into two, commanded by *Captains*, that is, one third divided by the other two thirds; one of them in the Line H I, and the other in the Line H L, and shall draw up towards the open Country, leaving the Banquette to the Musqueteers, who are lodged there to fire.

If the *Serjeant*, who falls on at the Angle of the Covert-Way, perceives that the Enemy is very strong, then the two Bodies shall come out of the Trenches, and attack the Covert-Way on the Right and Left of the Angle-Saliant, as near as they can to the Angle-Rentrant; and as soon as they have fired, shall run upon the Enemy with Sword in Hand, that so the Fire of the Place, of the Covert-Ways, and of the Half Moons on the Right and Left, may do them the less Harm.

THINGS of this Nature must not be undertaken except they are carried on furiously; for if the Enemy do line their Parapets well, their Musqueteers will wound abundance of Men in a short Time:

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And during this Attack, all possible Diligence must be used in working at the Lodgment, which is to be made after the following manner :

WHEN the Assailants, who are commanded to fall upon the Angle-Saliant of the Covert-Way, have beat off the Enemy, then the *Lieutenant* shall post himself on the Glacis, about Fifteen or Sixteen Paces from the Angle, on that Side where there is most danger of Sallies. He is to cover himself with two or three Mantelets in Front, and one or two by way of Empalement, to be brought thither after him by the Workmen. The *Serjeant* shall do the same on the other Side of the Angle, and the *Captain* shall enter the Trench, that he may be under Covert, being always ready to sustain the Lodgment, if the Enemy should offer to dispute it at Hand-strokes.

As soon as the Soldiers are covered, who fall on at the Angle, the Engineer shall make the Lodgment, which generally begins by a Range of Wooll-packs and Gabions, to be placed along the Covert-Way, on the Top of the Glacis, within Four or Five Foot of the Edge of the Parapet, and the Lodgment to be Four or Five Fathom long on each Side the Angle, which he causes to be done at the same Time by two Conductors of the Works, who make the Workmen fill the Gabions with Earth as fast as possible, every Man bringing a Bag of Earth, which he throws into the Gabions. Thirty Two Men shall follow the *Lieutenant* who commands the Forlorn, carrying Eight Mantelets, Three to cover the *Serjeant*, and Five for the *Lieutenant*, over which some of them shall fire, and the rest keep themselves under Covert from the Shot of the Place. When the Workmen have placed the Mantelets, they shall fetch Bags of Earth to put into the Gabions, carried by Thirty Workmen, followed by Two Hundred more, each carrying a Bag of Earth, that the
Gabions

Gabions may be sooner filled. The rest of the Workmen shall take Chandeliers and Fascines, to make Empalements on the Right and Left of the Lodgment, from the Edge of the Glacis to the Foot of it; and when they have placed the Fascines they have brought, the first turn on the Chandeliers; they must continually go for more till they have filled them. They who have carried on the Mantelets and Gabions, shall take Tools and work behind the Gabions to sink and enlarge the Lodgment: And they that brought the Sacks of Earth, shall go for Fascines, and lay them on the Gabions, and also behind them, that the Lodgment may be soon in a Posture of Defence. When the Chandeliers are filled, they who brought Fascines shall take Pickaxes and Shovels, and work behind to cover them with Earth, and sink and enlarge the Lodgment, and behind the Gabions. The rest of the Workmen shall be employed in making a Way or Two from the Head of the Trench to the Lodgment; and they must endeavour to make a Banquette before the Day appears, and set the Parapet of the Lodgment with Sand-bags, or Baskets, to lodge the Musqueteers there.

THE Lodgment made on the Angles of the Covert-Way, before the Point of the Bastion, are generally batter'd with Cannon from the opposite Flanks, and therefore if the Place has store of Artillery, there shall be as much Space left between the Edge of the Covert-Way and the Gabions, as will make the Parapet Cannon-proof.

IF there be a Half Moon fronting the Place you attack, with a Covert-Way before it, you must make a Lodgment there before you do on the Angle-Salient before the Bastion, or rather at the same Time, if you have Men and other Necessaries enough to undertake both Lodgments.

If you carry on two or three Attacks against the Place, make a Lodgment from every one at the same Time, to divide the Enemy's Forces.

THEY who are for making this sort of Lodgment in open Day, will have the Trenches carried to the Foot of the Glacis, and then all the Trenches that can must fire upon the Town, being lined with Musqueteers, and Use be made of all the Cannon, then Men in Armour that is Musquet-proof, and Granadiers must be sent to drive the Enemy out of the Angle-Saliant, and at the same Time a Lodgment made with Gabions and Sand-bags, to extend about Two Fathom on each Side of the Angle. But this being done in open Day, it is almost impossible to prevent those that work at the Lodgment from being killed or wounded, either by those in the Covert-Way, or that man the Parapet of the Half Moon, or of the Place : And though the Lodgment should take Effect at first, by surprising the Enemy, yet if they have any Courage, they will come and demolish it, which may be done with a small Loss, being exposed to those few Men only, who are contained in an imperfect Lodgment, and incumbered with Workmen.

THE greatest Advantage of attempting to make Lodgments in the Night is, that when the Enemy has strong Bodies in the Covert-Way, Battalions are sent on the Right and Left to mix with them, which cannot be undertaken in the Day-time by reason of the Fire of the Place ; besides, the Lodgments may be made larger by Night, and therefore the more tenable.

IN order to make the Lodgments by gaining Ground without open Force, the Trenches must be carried on to the nearest Place that may be without exposing them to enfilade ; then Three or Four Saps must be carried on by Steps descending directly towards the Angle-Saliant of the Covert-Way. They
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are made by driving a Mantelet set on two Wheels before them, or else rousing along a Saucisse, and placing Fascines or Gabions on the Right or Left; as they draw near the Place, and Blinds at certain Distances, to prevent the Enemy from looking into the Trenches. This Work must be continued Day and Night, and the Men be relieved from Time to Time, that being always fresh they may do the more Work.

WHEN the Sape has been carried on Eight or Ten Fathom, Lines must be drawn on the Right and Left parallel to the Place, and Four or Five Fathom long, which are made small Places of Arms for containing some Soldiers, both to sustain the Head of the Work, and make the necessary Provision for advancing it.

WHEN you come within a Stone's throw of the Covert-Way, the Saps must be covered with Clay, and some Earth thrown at top of them, to defend them against Stones and Hand-Granadoes: And when you come to the Foot of the Glacis, you must begin the Fourneau, which are still to be carried on descending, to avoid the Countermines, and that having more Earth upon them, they may take the more Effect: And they must be carried far enough to blow up the Parapet of the Angle.

WHILE the Fourneau are carrying on from Middle Lines, the other Saps must be carried on as far as may be on the Glacis; and Mines must also be carried on to disappoint the Enemy, if you apprehend that the Enemy will make other Fourneau.

THE Fourneau, as soon as they are ready, must be sprung by Night or Day, and armed Workmen shall be sent at the same Time, sustained by good Soldiers, to place some Gabions on the Part demolished by the Fourneau, and to fill them with Earth, which may be easily done, because the blowing up will loosen it all.

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To favour this sort of Lodgment, it would not be amiss to make another Lodgment half way up the Glacis, raising its Parapet as high as that of the Covert-Way, so that the latter being overthrown by the Fourneau, the other might see into the Covert-Way ; and having thus made one on each Side of the Angle, you would be Master of the Cover-Way without Loss of Men.

THE Inconvenience of making Lodgments on the Counterescarp after this manner is, that Saps being made by few Men, the Enemy may send as many to oppose you, either above or under Ground, which is safest for them, and so disappoint your Fourneau, or blow up the Head of your Saps.

As soon as the Lodgment is finished, there must be Saps carried on, marked O, both to go down into the Covert-Way, and to continue the Lodgments on the Top of the Glacis. The Descent into the Covert-Way must be very deep, that it may not be seen by the opposite Flank, and not be opened till Night-fall, at which Time a Traverse is to be made on each Side, marked P, and the Head of the Lodgment on the Edge of the Ditch, marked Q. While one Part of the Workmen is employed about the Lodgment, the rest are to carry on the Trench R S along the Edge of the Glacis, which is to be done by Sape if the Enemy make a good Defence ; but if they make a bad one, this Lodgment must be done like that of the Angle, that is, with Gabions filled with Earth, and the Empalements T with Chandeliers full of Faggots.

IF you would attack the Left Face of the Bastion, the Lodgment R shall be made a Battery to dismount the Guns on the opposite Flank, and ruin it as much as may be. While the Battery R is firing, the Lodgment V is to be made to cover it, from whence the Traverse X shall be drawn and made Cannon-proof. The Battery shall be enclosed behind by

by the Line Y ; and if the Enemy be strong and daring, the Redoubt Z shall be made to secure the Battery against Sallies, and all the Head of the Trench.

WHEN the Battery R is finished, and secured by Works, the Line S shall be pushed on towards the Gorge of the Half Moon, and Descents and Traverses shall be made into the Covert-Way at 3 and 4, as also the Line 2. If you are incommoded by the Enemy's Traverses in the Covert-Way, they must be attacked in the Rear by Night, and when they are dislodged, you may lodge your self there, if the Head of the Work be not far off, or else you must raze them.

THE Lodgments on the Covert-Ways of the Half Moon, which are of the same Nature as those that are made on the Angle that covers the Point of the Bastion, are to be perfected first, if you can only make one at once, or both together, provided that you have Men enough to carry on both. There must be Trenches along the Edge of the Glacis, and in the Covert-Way, to meet at the Gorge with those made before the Face of the Bastion.



The Manner of Attacking the Half Moon.

IF the Half Moon can be battered with Cannon, the Parapet beaten down, the Descent into the Ditch easy, and little or no Water in it, then you may march boldly and lodge your self on it, being provided with all Things necessary for making a good Lodgment, and a Way to go to and come from it, under Covert. If the Ditch of the Place is full of Water, and the Enemy can have no Communication with

with it but by Boats, the Hazard will be small in attempting this sort of Lodgment ; but if the Ditch be dry, or if the Enemy have one Side of the Covert-Way free to succour the Half Moon, and the Garrison is strong, it must be attempted with more Precaution.

WHEN the Lodgments are made on the Top of the Glacis, and the Bottom of the Covert-Way, if the Ditch be dry, you must make two or three Descents into it, which may be covered with Madriers that are proof ; then make a Gallery or Sape at the Bottom, throwing Earth on them, and having sprung a Mine, give the Assault at Night-fall to lodge your self there, as shall be thought convenient.

FOR the better understanding what sort of Lodgment is to be made, you must first consider whether the Half Moon is retrenched or not ; after what manner ; whether the Ditch of the Place be dry, or full of Water ; whether the Enemy can succour the Half Moon, or have no Way left to come at it.

IF the Half Moon is retrenched, you must know what sort of Retrenchment it is. There are scarce any more than Four Ways of doing it, as A, B, C, D. You should know, if possible, the Manner of the Retrenchments before you fix the Miner to the Half Moon, to the End that if it is at A, you must make the Mine at the Place marked E, to blow up the Face of the Half Moon and the Retrenchment at the same Time.

THE surest Way is to make two Mines at all Half Moons that shall be thought to be retrenched, the one as near the Gorge as may be, to blow up the Traverses or Retrenchments, and the other towards the Angle, to hinder the Enemy from making the Retrenchment a reverse, as in the Half Moon D ; and also because the Lodgment made on the Angle cannot be seen from the Place, as those that may
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which you make on the Face, most of which are exposed to View.

WHEN you have mounted on the Ruins of the Mine, if you can perceive that the Retrenchments are not well finished or tenable, you must endeavour to carry them at the same Time ; and if the Ditch of the Place be full of Water, and the Enemy have no Communication left to come to it, then you may make a Lodgment as large, or as small, and in what part, as you please, provided you carry on a Trench to go to it under Covert.

If you attack the Right Flank, and the Enemy is Master of the Covert-Way which joins to the Left, then your Lodgment must be made on the Top of the Paraper, at the End of the Face next the Gorge, to sweep the Covert-Way through which the Enemy might return ; and, if you can, you must at the same Time make a Lodgment at the Foot of the Rampart on the Edge of the Water.

If there be a Bridge of Communication between the Place and the Half Moon, a Lodgment must be made at the Head of it. If you think you cannot sufficiently secure the Lodgments, either at the Head of the Bridge, or at the Communication of the Covert-Way of the Half Moon, then the first Night let a Lodgment be made only on the Effect of the Mine ; and if the Ditch of the Half Moon be full of Water, you must labour diligently to make the Passage easy.

To pass the Ditches of Half Moons when they are full of Water, after you have made the Descents to the Edge of the Water, Fascines, loaded with Stones, must be thrown into the Ditch till they are above Water, and then Earth and Stones be cast over both to settle them, and to prevent their being burned, and an Empalement be made with Earth and Fascines next the Place. The Work is favoured by the Cannon, which must have beaten down all the

the Parapet of the Half Moon, and carried off the Baskets generally set there to cover the Musqueteers, and by the small Shot posted along the Covert-Way, both above and below; and if the Enemy lodge any Cannon on the Face of the Bastion to prevent you from passing the Ditch, you must raise Counter-Batteries on the Angle of the Covert-Way to disappoint their Guns.

If the Cannon and small Shot cannot hinder the Enemy, that are lodged in the Half Moons, from firing on those that work at making the Passage of the Ditch, then, besides the Empalement against the Place, you must set on the other Side a Row of Chandeliers full of Fascines, or a Range of very high Gabions, or two, one upon another, to hold up Clay covered with Earth, if the Half Moon is high; and if it is low, then Blinds will be sufficient, that the Enemy may not fire on the Gallery, unless at the Head, where it is impossible to work without Danger.

Half Moons that are low, occasion more trouble in passing the Ditch, than those that are high, or if they have a False-Bray; for it is almost impossible to pass the Ditch without being covered forwards, which is done by putting on Mantelets before the Men when the Ditches are dry, or laying a great heap of Fascines at the Head of the Gallery if they are wet. And whereas it is difficult to cast Fascines into the Water over the said heap, therefore two Men, each of them with a very long Fork or Prong, are to take up a Fascine at both Ends well loaded, and so throw it over the Heap into the Water, so pushing on the Work with Safety.

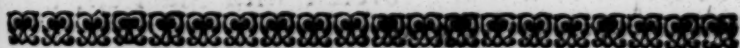
If the Ditches are dry, and the Retrenchments of the Half Moon be carried at first, you must lodge your self on them if you can, or raze them, lest the Enemy return to the Half Moon, and make Use of them.

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THAT in the Half Moon D, marked A, is very advantageous to the Assailants, because it covers them against the Town ; and by overthrowing the Parapet of the Ditch, it may in a few Hours be put into a Posture of Defence. The Retrenchments B, C, can be of no Service to the Assailants, because they are enfiladed by the Place.

IF the Ditch of the Place be dry, and you can easily mount into the Half Moon by the Gorge, after forcing their Retrenchment, you must make a Lodgment on it, and its Communication with the first Ease, that you may be succoured by it in case of an Attack : From thence you must by degrees push on Lodgments to the Gorge of the Half Moon, which you must quite enclose with a Parapet, to prevent the Enemy from returning. If the Gorge of the Half Moon be lined with Stone next to the Place, and the Ground very high and steep, then as soon as the Retrenchment is forced, you may make a Lodgment on the Edge of it, because the least Work will deter them from coming to lodge themselves there again.

IF the Enemy have any Traverses in the Ditch of the Half Moon, or of the Retrenchments, then, as you pass the Ditch, you must empale your self on that Side ; and to secure the Miners and the Work in the Ditch from Sallies, you must make an opposite Traverse in the Ditch.



The Manner of passing the Ditch.

AS soon as you are Master of the Half Moon, you must contrive to pass the Ditch of the Place, in order to fix the Miner to the Face of the Bastion ; but before you attempt to pass, Lodgments must be made all along the Covert-Way, as

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done before to the Half Moon, both on the Top of the Glacis, and the Edge of the Ditch.

If the Ditch is dry, and its *Talus*, properly called the Counterescarp, is very steep, or faced with a Wall, you must begin the Descent from the Foot of the Glacis of the Covert-Way, or farther off if the Ditch be very deep; if it were but Eight or Ten Foot deep, you might begin the Descent within the Covert-Way.

If the Enemy be strong and bold, several Descents must be made, that the Lodgments may be secured with more Ease, and the Men in the Ditch. Among the several Descents, that in the Middle is to serve to fix the Miner to the Bastion, and the rest to make Lodgments in the Ditch, which may be made with Chandeliers full of Fascines, if it is so wide that the Enemy cannot throw artificial Fire-works into it; but if they can, then they must be made of Gabions set one upon another, and covered with raw Hides, and part of the Lodgments covered with Madriers, or Claves loaded with Earth. Musquet-Shot cannot well reach but from the Plank, against which you must empale your self; and the Thickness and Height of the Bastion will hinder the Enemy from looking into the Lodgment.

If the Counterescarp has so great a *Talus* or Slope, that there is no difficulty in going up and down, Cuts must be made from the Top to the Bottom, of the Depth of a Man, covered with Madriers, and Claves covered with Earth.

WHEN the Ditch of the Place is full of Water, and the Enemy not able to make any Sallies upon the Works carried on, one Descent will be sufficient in order to lay over a Bridge or Gallery that Way to fix the Miner to the Bastion: But the Gallery or Bridge, being generally destroyed by the Effect of the Mine, a second Descent should be made nearer to the Angle, and lay over a Bridge there even with
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the Surface of the Water, loaden with Earth and Stones, that it may bear against the Ruins the Mine may cast upon it; and this must not be made until that which leads to the Mine be finished, that so the Gallery, or Empalement made upon it, may cover those that work at the second Bridge from the Musqueteers of the Flank.

As soon as the Lodgments are made at the Bottom of a dry Ditch, the Miners are fixed to the Bastion, and covered from above with Madriers, which they rest against the Wall, and which are cased with Tin, that the artificial Firelocks may not take hold of them, and the Cannon, or small Shot of the Flank, may not incommode the said Lodgments. The Face of the Bastion is to be battered more towards the Flank, than the Place designed to fix the Miner, that the Ruins of it, which fall into the Ditch, may serve the Miner instead of an Empalement against the Flank.

It is requisite to make the same Ruin when the Ditch is full of Water, and Miners may swim over to lodge themselves on it. Sometimes they may dig pretty far into the Wall before the Enemy can discover it; and having carried a Rope with them, may draw over their Tools on a Ponton, and Madriers to cover them from above, in case the Enemies should discover their Work.

THAT the Miners may pierce the Wall with more Ease, some Cannon should be planted on the Counterscarp, if possible, to the End that the Wall being already shaken, they may find the less Difficulty in boring it.

If the Enemy defend the Passage of the Ditch, by playing their Cannon on the Flank, in spite of your Batteries on the Counterscarp, or by burning the Blinds and Empalements made on the Bridge; or by cutting of the Miners, if the Ditch be dry; in this Case a Gallery must be made.



The Manner of Working at the Mines.

THE Passage of the Ditch being secured, all possible Care must be taken to advance the Mines ; and to oblige the Miners to work more vigorously, you must encourage them with Money. It is also convenient to enhance their Price according to the Expedition they make in finishing the Mine : As for Instance, if they are to have Thirty Pistoles for making a good one in Three or Four Days, promise them double if they perform it in Two.

OPINIONS vary as to the Part of the Face of the Bastion to which the Miner is to be fixed : Some will have him towards the Angle, because the Semi-circle, made in the Bastion by the Effect of the Mine, is not seen from the Bastions of the Place, as appears by the Bastion A : Others will have the Mine made nearer the Flank than the flank'd Angle, to blow up the Retrenchment if there be any.

If the opposite Faces B and A are attacked, the Miners will be better in the Midst of the Place, or rather nearer the Flank, to ruin entirely the Face of the Bastion, and the first Retrenchment, and to draw the nearer to the Gorge of the Bastion, where is generally a second Retrenchment. But if only one Face of the Bastion be attacked on one Front of the Place, the Mine will be better at the Angle to prevent the Effect of the Mine's being laid in the View of the opposite Bastion : Most Men desiring that the Effect of the Mine may be great, making a large Breach in the Wall, and overthrowing abundance of Earth, that there may be an easy Ascent

to the Bastion, and many Men mount abreast to make a Lodgment. But as the Lodgments designed on the Top of a Bastion seldom succeed, and when they do, they are attended with a great Loss of Men, it is better to make an indifferent Breach only to overthrow the Wall, to prevent Countermines; and then begin another Mine on the Ruins, to be carried on into the Body of the Bastion to take the intended Effect.

MANY Inconveniences attend large Breaches if you fail to ledge your self upon them: One is the easy Descent it gives to the Besieged to come down upon the Lodgments you are making, or have made, either at the Bottom, or half Way up the Breach, in order to fix the Miner. Another is, that the Enemy having raised a Parapet on the Edge of the Mine, the larger it is, the more it overlooks all the Ruin of the said Mine. Besides, it must be considered, that to the End the Mine may have a great Effect, it must be carried far into the Earth, which often gives you an Opportunity of disappointing the Enemy's Countermines: I would, therefore, only make the Mine in the Wall, and after the Effect, make a Lodgment at one third of the Height, after this manner:

TEN or Twelve sturdy Soldiers, with Shovels, shall go as privately as may be to level the Place where the Lodgment is to be made, so that Three or Four Gabions may stand on it in a Range; then Four Ranks of Gabions, at about Seven or Eight Foot distance from one another, shall be pushed on, covered with Wooll-packs; and then Two or Three Soldiers shall throw Earth on them, to secure the Lodgment against any Thing that may be thrown from above. Thus Four Ranks of Gabions covered, as has been described, will make Three little Lodgments; the Middlemost shall serve for the Miners, who shall presently fall to work to make a Mine in

the Earth of the Bastion; and the Lodgments on the Right and Left, shall each of them contain Four or Five Soldiers well armed, with Head-pieces and Breast-plates Musquet-proof, and with Javelins and Pistols.

For the more Surety, two Lines may be made at the same Time, one at the Angle, and the other towards the Orillon, that the second Mines may ruin the Retrenchments made within, as those in the Bastion A, B, C, which might be ruined by the Effect of the Mines, were it not for fear they should be disappointed, and the Enemies be in a Condition to hinder the Lodgment on the Top of the Breach.

If the Retrenchment be made as in the Bastion C, and its Ditch deep, it will be hard to be Master of it, unless you lodge your self on the Top of the Bastion, after the first or second Mines have taken Effect. There if you think you cannot easily begin a Mine at the Breach of the Rampart, you may carry it under the Ditch of the Retrenchment, spring it, and by that means plant Cannon at the Top of the Bastion, and batter the Retrenchment; or else make a Lodgment at the Edge of its Ditch, then passing it, fix the Miner to the Retrenchment.

WHILE the first Mines are carrying on, it will be proper to begin other Mines in such Places where the Effect of the first may not ruin them; so that the one may be used if the other be disappointed; or else by that means to carry on Mines into the Body of the Bastion, and under the Retrenchments, if it shall prove more practicable that Way, than by the Breaches the first Mines have made.

If the Miner can be fixed to the Curtain it will be of great Use, that being a Place behind which there are seldom any Retrenchments; but the Besieged must make a very weak Defence if they permit the Miner to be fixed there.

If there be a Gallery in the Thickness of the Wall, either of the Body of the Place, or of the detached Works, Three Fournneau shall be made at the same Time, upon one and the same Face, which shall only blow up the Thickness of the Wall as far as the Gallery; and being laid open in Three Places, the Middle may serve to fix the Miner again to make a large Mine, and the Holes on the Right and Left will prevent the Enemy from passing the Gallery, to obstruct the Work of the Mine. But when the Outworks are taken, and a Breach made in the Bastions, the Town generally surrenders.



Of SURPRISES.

SURPRISES upon Towns or strong Places, are managed by Intelligence within, or without: If the former, it must be with the Inhabitants or the Garrison; and if with the Inhabitants, it must be with some private Persons, or a greater Number: If it be with a greater Number, they are moved out of a desire of being delivered from some tyrannical Government, or to return to their own Prince, or to get free from a troublesome Garrison. If it be with private Persons, their Motives proceed from Revenge for a Distaste taken to their Prince or Governor, or from their being corrupted with Money.

If the Intelligence be with the Garrison, it is either with the greatest part of them, or with one Nation; if there are several in the Place; or else with part of the Inhabitants, and part of the Soldiers. The Causes that induce them to side with you, and the Expedients they propose for bringing you into the Place, are to be well weighed, lest they play

play a foul Game with you. If they are Soldiers or Inhabitants that keep Guards, they must assist you, By suffering you to fix a Petard, or to set up Scaling-Ladders; or else if you agree upon a Gate, or other Post, upon your giving the Alarm, they are to run thither, and drive away such as are not of their Party. If they are unarmed Burghers, Arms may be sent to them in Barrels, Bales of Goods, or in Carts loaded with Wood, or the like; and they must make themselves Masters of some Post as soon as you appear before the Place; or if they are powerful enough, they may put the Garrison to the Sword.

If the Intelligence be with a few Burghers, they may, if their Houses join to the Wall, or any part of it, facilitate the Enterprize by admitting some of your Party, one after another, into his House; or may make a Passage under Ground through the Wall, or else spring a Mine.

If the Intelligence be with an Officer, he may gain some Soldiers; and when he is upon Guard, post Sentinels of his Party at the Time agreed on, and help to set up Ladders, or apply the Petard. If a private Soldier could, by means of some Signal, make the Place known where he stands, to one posted on the Edge of the Ditch, who should give Notice to a Body lying near the Place, by that means such an Attempt may meet with Success. Your Design might also be favoured, if a Soldier or Inhabitant can break down a Sally-port that was walled up, or by opening an Embrasure, or some Iron Gate, in a Place unobserved.

In Surprises carried on without Intelligence, Scaling-Ladders, or Petards, are generally used, or rather both together, to give Diversion. Scaling-Ladders are used when the Garrison is weak, or when some part of the Place is not flanked, or not in Sight of the Sentinels, being either too remote, or covered by a Flank or Jutting out of a Wall. The
Ladders

Ladders must be proportioned to the Place ; if too short, they will prove useless ; if too long, they will be seen by the Sentinels or Rounds, and thrown down. They must be made of the lightest and strongest Wood, wide enough for two Men to go up abreast ; and Firr is reckoned the best Wood. They ought to be painted with a dark Grey, that they may not be easily seen. If the Height be too great for wooden Ladders, those made of Ropes must be used, fastened to the Parapet with Hooks at the Top of them, rear'd up with long Forks.

WHEN the Enterprize depends on the Effect of a Petard, you must be well assured that there are but few Things that shut up the Place, or that the Gate is ill guarded. You must be exactly informed of the Number of Barriers, Draw-bridges, Herfes, their Strength and Thickness, and the Distance between them ; you must also know how they shut, how they are defended within and without ; the Breadth of the Ditches, and whether dry or full of Water.

A Number of Hatchets, Pincers, Hammers, Iron-Crows, Sledges, and Treffes, must be carried, to hold up the Herfes, cut the Palisades, throw the Gates off the Hinges, tear off the Bolts and Locks, and in short, to break through all Obstacles that may occur in the Execution of the Enterprize. The Petards must be proportioned to the Effect they are to have, that is, to the Strength of the Gates, Bridges, and Barriers ; and be sure to have some more than shall be thought necessary to do the Business.

SOLDIERS disguised like Peasants, and sent to secure the Gate, and gain Time for a Guard appointed to sustain them, to come up and secure the Town, have often succeeded, especially upon Market Days in Towns of great Resort. To prevent Suspicion, it will be necessary to take some Carts with them,

them, which they stop under the Herse, and on the Draw-bridges, to hinder the former from falling down, and the latter from being taken up. Places, where there are Churches much frequented for Devotion, are subject to be surpris'd, it being easy to send in a Number of good Soldiers disguised as Pilgrims.

PLACES on Lakes or Morasses are to be attempted when the Ice can bear; or a great Flood overflows the Marshes, so that Boats may swim upon them.

IF Ice favours the Enterprize, you must carry abundance of Ladders to set up on all Sides, and Axes to cut the Fraises and Palisades; and you must have good store of Hand-Granadoes.

IF Floods facilitate your Design, you must provide very many flat-bottom Boats, that they may draw little Water; and at the Head of every Boat there shall be a Scaling-Ladder.

IN all sorts of Enterprizes, you ought to know the Number of Inhabitants and Soldiers that are in the Place; the Number, Strength, and Position of the *Corps de Garde*; where the Sentinels are posted, and the Method of the Rounds and Patrols; whether the Ramparts are accessible on all Sides, or can be defended against the Town; the principal Streets and Squares; the good or bad Understanding there is between the Inhabitants and Soldiers; that you may make your Advantage of all Opportunities.

THESE sort of Enterprizes are generally put in Execution between Midnight and Morning, because the Soldiers are then weary, and sleep soundest; and because the Night may prevent the Discovery of your March: The same may be done in a thick Fog.

WHEN you have formed your Project, the Number of Men, necessary to put it in Execution, must be drawn together with all possible Secrecy; and to this End, they are generally brought from different Quarters, and Places of Rendezvous appointed near the

the Town, according to the Number of Attacks intended to be made, in which they must be punctual to the Time. Care must be taken to provide good Guides, as well for the several Bodies of Men, as for the Carts and Mules that are to carry the Petards, Scaling-Ladders, and other Necessaries.

THE Horses and Mules are to be left at such a Distance that their Neighing cannot be heard from the Town. No Sutler shall be suffered to straggle or stay behind, lest he be taken, and discover the Design, or lest the hopes of Reward may tempt him to go over to the Enemy : No Dogs shall be suffered, or the Men to smoke.

THE Enterprize can never succeed, if the Place you design to attack be so far within the Enemy's Country, that you cannot reach it in a Day, and part of a Night ; unless you have some Persons near the Place, to make all the necessary Preparations for the Execution, and to conceal the Men whom you shall send by degrees, and by several Ways.



How to surprise an Army or Quarters.

BEFORE you attempt to surprise an Army, you must understand the Situation of the Camp, whether it is intrenched or not ; its Strength in Horse, Foot, and Cannon ; how posted ; the manner of the Encampment ; what Guard is kept within and without ; where the Guards, Sentinels, and Vedets are posted ; and Care must be taken to avoid or surprise them. As soon as the Enemy has taken the Alarm, you must fall on with the greatest Fury imaginable, that they may not have Time to form themselves. If the Camp is intrenched, you must carry Fascines to fill up the Ditches, Pons-Volants, Hand-Granadoes, and Hatchets. A

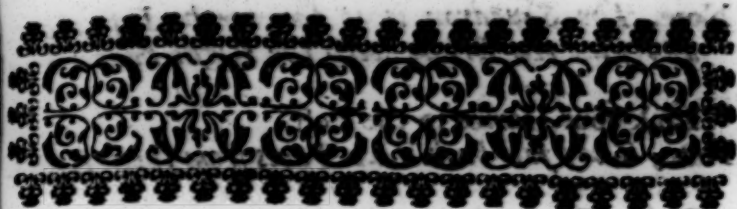
A Fort or Redoubt is to be attacked as a Retrenched Camp.

If you will surprize any particular Quarters of Horse or Foot, if they are in a Place that is enclosed, you must use the same Method prescribed for Garrisons ; but if in an open Place, you must act according to their Strength, Guards, and Situation.

In order to break a Bridge, which is advantageous to your Enemy, you must strive to make your self Master of one or both Ends, if they are not well fortified. If you dare not attempt the Lodgments the Enemy have made, endeavour to burn the Bridge with Fire-Ships, if it be a Bridge of Boats, or send some good Swimmers to cut the Ropes, or drive down a strong Vessel, heavy loaden, to break them.

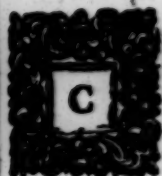
If it be a Wooden Bridge upon Piles, Men may be sent in covered Boats to saw them, or else to daub them with Pitch, and other combustible Matter, and then set Fire to it.

You may also build a small Body of Stone-Work upon Boats, in the midst whereof there shall be a Mine, loaded at Top with the largest Stones you can get, and over that a piece of Timber to bear under the upper part of the Bridge, or upon the Piles, and so open a Trunk to give Fire to the Mine, which shall spring while the Boats are under the Bridge. If you cannot make sure of the Trunk for firing, a good Swimmer may carry a Boat, and tie or hook it to one of the main Pillars, and having set Fire to a Saucisse, swim away as fast as he can. The Boats which have the Mines, may be conducted by other Boats ; and so the Men in them, having fastened the Boats that have the Mines, and giving Fire, may get off without Danger.



The Exercise of a Regiment of Horse and
Dragoons (divided into Three Squa-
drons) as now practised by the *British*
Troops.

Words of Command



ENTER Squadron pass to the Right
and Left outwards.

March.

Odd Files Reign back to your half
Distance.

March.

*Num. of
Motions*

Shorten your Reins.
Make ready your Arms.
Draw your Bayonets.
Advance your Bayonets.
Place them in the Bucket.
Unfix your Bayonets.
Return your Bayonets.
Advance your Firelocks.
Handle your Slings.
Sling your Firelocks.
Quit your Right Stirrup.
Dismount.
Make ready your Links.

5

5

4

4

4

4

5

4

3

3

6

3

3

S

Odd

Odd Files move into the Front.

Note, The Squadron is to face to the Left about, and seize the Bridle with the Right-hand.

Link your Horses to the Left.

Note, They fall back Two Paces from their Horses.

To the Right about.

March.

Num. of
Motions

Halt.

Handle your Slings.

3

Rest your Firelocks.

3

Shoulder.

3

Take Care the Battalion to face to the Right and Left inward.

March.

Halt.

Officers take your Post in the Battalion.

Note, The whole Battalion move forward, and take their Distance when they Halt.

From the Center open your Files to the Right and Left inwards.

March.

Halt.

Note, At this Word of Command, the Battalion cover their Horses.

Officers take your Posts in the Rear of the Battalion.

Note, At this Word of Command, the Serjeants of each Flank march directly forwards, and halt at Four Paces Distance from each other; and at the same Time the Quarter-Masters take their Posts on the Right and Left Flanks of each Rank: Then the Troop beats, and the Officers and Serjeants march with their Arms recovered.

At the First Stroke of the Drum, the Officers go to the Right about : At the Second, they and the Serjeants rest their Arms over their Left Arm.

*Num. of
Motions.*

Dragoons have a Care.	3
Poise your Firelocks.	3
Cock your Firelocks.	3
Present.	1
Fire.	
Half Cock your Firelocks.	3
Clean your Pans.	3
Handle your Primers.	3
Prime.—	3
Return your Primers.	3
Shut your Pans.	3
Cast about to the Left.	3
Handle your Cartridge.	3
Load with Cartridge.	3
Draw forth your Ramrods.	3
Put them in the Barrels.	3
Ram down your Shot.	3
Withdraw your Ramrods.	3
Shorten your Ramrods.	3
Place your Ramrods.	3
Return your Ramrods.	3
Poise your Firelocks.	3
Shoulder.	3
Rest your Firelocks.	3
Order your Arms.	3
Ground your Arms.	3
Take up your Arms.	4
Rest your Firelocks.	3
Club your Firelocks.	6
Poise your Firelocks.	6
Shoulder.	3
Secure your Arms.	3
Poise your Firelocks.	3

	<i>Num. of Motions</i>
Rest your Firelocks.	3
Reverse your Arms.	3
Rest your Firelocks.	3
Shoulder.	3
Rest your Firelocks.	3
Handle your Slings.	3
Sling your Firelocks.	3
Handle your Slings.	3
Rest your Firelocks.	3
Shoulder.	3
Poise your Firelocks.	3
Rest upon your Arms.	3
Draw your Bayonets.	4
Fix your Bayonets.	5
Poise your Bayonets.	3
Shoulder.	3
To the Front present your Arms.	3
Charge your Bayonets Breast high.	5
Rest your Bayonets.	4
To the Right.	3
<i>This Motion is to be performed Four Times.</i>	
To the Right about.	3
To the Left as you were.	3
To the Left.	3
<i>This Motion is to be performed Four Times.</i>	
To the Left about.	3
To the Right as you were.	3
Rest your Bayonets over your Left Arms.	3
Recover your Bayonets.	3
Rest upon your Bayonets.	4
Unfix your Bayonets.	3
Return your Bayonets.	4
Poise your Firelocks.	3
Shoulder.	3
Officers take your Posts in the Front of the Bat-	
talion.	

Note,

Note, The Troop beats at the same Time; and at the First Stroke of the Drum, the Sergeants come to the Right about: At the Second, the Officers rest their Bayonets over their Left Arm.

From the Right and Left close your Files to the Center.

March.

Halt.

Note, That at the same Time the Officers take their Posts in the Squadron.

Take Care the Battalion, to the Right about.

March.

Halt.

Note, That the Sergeants at the same Time give the Men their double Distance.

Take Care the Battalion to face to the Right and Left outwards.

March.

Halt.

Num. of
Motions.

Rest your Firelocks.

Handle your Slings.

Sling your Firelocks.

To the Right about.

March to your Horses.

Halt.

Unlink your Horses.

Odd Files Rein back to your half Distance.

Make fast your Links.

Shorten your Reins.

Put your Left Foot in the Stirrup.

Mount.

Handle your Slings.

Advance your Firelocks.

Return your Arms.

Odd Files move into the Front.

S. 3.

Officers.

Officers march clear of your Squadrons.

Halt.

Note, The Officers come to the Right about to the Center.

Num. of
Motions

Draw your Swords.

4

Return your Swords.

3

Pass your Squadrons to the Right.

March.

Halt.

Pass your Squadrons to the Left.

March.

Halt.

Open your Files to the Right.

March.

Halt.

Close your Files to the Left.

March.

Halt.

Open your Files to the Left.

March.

Halt.

Close your Files to the Right.

March.

Halt.

From the Center open your Files to the Right and Left outward.

March.

Halt.

From the Right and Left outward close your Files to the Center.

March.

Halt.

Rear Ranks move forward to Order.

Rear Ranks move to the Troop.

Rear Ranks Rein backward to Order.

Rear Ranks Rein backward to your Distance.

Front Ranks Rein backward to Order.

↓

Front

Front Ranks Rein backward to the Rear.

Front Ranks move forward to Order.

Front Ranks move forward to your former Distance.

Rear Ranks by Quarter Ranks double your Front, and Center to the Right and Left outwards.

March.

Halt.

Quarter Ranks that doubled, as you were.

March.

Halt.

Half Ranks from the Left to the Right double your Files.

March.

Halt.

Ranks that doubled, as your were.

March.

Halt.

Half Ranks from the Right to the Left double your Files.

March.

Halt.

Ranks that doubled, as you were.

March.

Halt.

Quarter Ranks from the Right and Left outward, double your Files to the Center.

March.

Halt.

Ranks that doubled, as you were.

March.

Halt.

Quarter Ranks from the Center double your Files to the Right and Left outward.

March.

Halt.

Ranks that doubled, as you were.

March.

Halt.

By

By Subdivisions wheel to the Right

March

Halt

This is done Twice.

By Subdivisions wheel to the Right about.

March

Halt

By Subdivisions wheel to the Left.

March

Halt

This is done Twice.

By Subdivisions wheel to the Left about.

March

Halt

By Three Divisions form your Squadrons to the Right.

March

Halt

By Three Divisions form your Squadrons to the Right about.

March

Halt

By Three Divisions form your Squadrons to the Left.

March

Halt

By Three Divisions form your Squadrons to the Left about.

March

Halt

From the Center wheel to the Right and Left.

March

Halt

This is done Twice.

From

From the Center wheel to the Right and Left inward.

March.

Halt.

From the Center wheel from the Right and Left to your proper Front.

March.

Halt.

From the Center wheel to the Right and Left about in Opposition.

March.

Halt.

From the Center wheel from the Right to your proper Front.

March.

Halt.

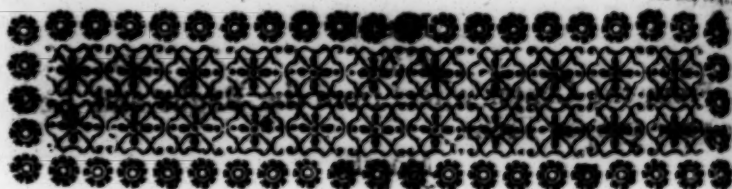
From the Center wheel to the Right and Left about the Circle intire.

March.

Halt.



From the Center wheel to the Right hand



The Exercife of a Battalion of Foot, as
now used by all His Majesty's Guards,
and Marching Regiments.

General Observations.



FIRST. It is to be observed, that the *Colonel*, during the Time of the Exercife, is to remain at the Head of the Battalion; the *Lieutenant-Colonel*, and the other Officers, are to have a Ruffle of the Drum, as a Warning to them; and at the First *Flam* they are to face to the Right about; and at the Second to advance their Arms and march through the Battalion, placing themselves in the Rear, Eight Paces from the *Serjeants*, in the same Order they were before in the Front, except the *Lieutenant-Colonel*, who must place himself in the Rear of the Officers, who are to have their Arms in their Hands, and stand there till the Exercife be done.

At the same Time that the Officers take their Posts in the Rear, the *Serjeants* on the Wings are to advance their Halberds, and place themselves in a
Line

Line behind the *Major*, or whoever Exercises the Battalion, as also the Drummers that stood behind the Colours : But the Drummers of both Wings are to place themselves in a Line with the *Serjeants* that are in the Rear of the Battalion.

Secondly, When the Exercise is done, Notice is to be given by a Ruffle of the Drum, and then a *Flam*, upon which the Officers must advance their Arms, and march through the Battalion, and place themselves in their former Posts in the Front of the Battalion : And at the same Time the *Serjeants* of the Wings, and also the Drummers are to return to their former Posts.

Thirdly, It must be taken for a general Rule, that Nothing be done, nor any Motion made, until the last Word of Command be fully delivered, and then All is to be performed with a graceful Readiness and Exactness.

Fourthly, Every Soldier, having his Firelock shouldered, must stand with a straight Body, holding up his Head without moving ; always looking towards the Commanding Officer, and making no other Motion than what is commanded.

Fifthly, His Feet are to be at one third Distance from one another, the Heels in a straight Line, and the Toes a little turned outwards.

Sixthly, The Firelock must be upon the Left Shoulder, and his Left Hand on the Butt, and the Thumb in the Hollow thereof, pressing the Guard hard against his Breast, that the Muzzle of the Firelock may be mounted ; the Lock must be turned a little outward, so that the under part of the Butt-End may come even with the Body, that the Firelock may be the more easy to be born.

Seventhly, The Left Elbow must be turned a little outward from the Body without any Constraint of the Arm, the Right Arm hanging downward along the Body, with the Palm of the Hand turned towards the Thigh.

Eighthly,

Eightly, When the Officers are to take their Posts in the Rear of the Battalion by the Word of Command, it must be as follows: *Viz.*

1. *Officers take your Posts in the Rear of the Battalion.*

UPON which the Officers must face to the Right about.

2. *March.*

At this Word of Command, the Officers are to advance their Arms, and march Eight Paces from the *Serjeants*; and when the Word of Command is given to the Battalion to *Take Care*, the Officers are to face to the Left about, and order their Arms together, and stand there, with their Arms in their Hands, till they are ordered to their Posts in the Front. The *Serjeants* on the Wings, and the Three Divisions of Drummers are to march and post themselves, according to their Directions in the *First Article*, at the same Time that the Officers begin to move.

Nimbley, When the Exercise is done, he that Exercises the Battalion, is to give the Word of Command: *Viz.*

1. *Officers take your Posts in the Front of the Battalion.*

UPON which they stand ready.

2. *March.*

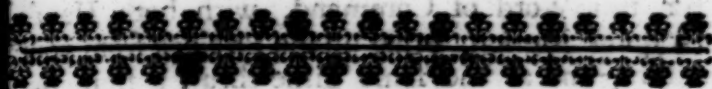
THEN they must advance their Arms, and march to their Posts in the Front, taking Care to march in a straight Line, and order their Arms together.

Tenthly, It is further to be observed, that when the Soldiers face to the Right or Left, their Feet must not pass the Line of their Ranks, except when the Battalion faces four Times to the Right, and four Times to the Left, which is to be performed on the Left Heel, as in the Exercise of the Firelock, *Explanation* 48 and 51; and when the half Ranks, that double their Files, face to the Left and

to the Right as they were, as in Evolutions, *Explanation 21 and 30.*

Note also, That all Facings to the *Right and Left about*, are to be performed on the Left Heel; except when the Front Half Files double their Rear, as in *Explanation 11*, in the Evolutions.

Eleventhly, All Battalions drawn for Exercise, must have their Ranks at Four Paces Distance, the Officers Two Paces Distance before the Front Rank, and the Serjeants Four Paces behind the Rear Rank.



Words of Command for the Foot Exercise of the Firelock and Bayonet.

Take Care.

Explanation.

AS soon as the Word of Command is given, there must be great Silence observed through the whole Battalion, the Soldiers making no Motion either with their Heads, Bodies, Feet, or Hands, but such as shall be ordered, looking to the Officer who gives the Word of Command.

1. Join your Right Hand to your Firelock.

Explanation. Number of Motions 1.

YOUR Firelock being shouldered, you must turn it inward with your Left Hand, and at once take hold with the Right Hand behind the Cock, both Elbows in an equal Line, but not constrained, the Muzzle of the Firelock at the same Height as it was when shouldered.

T

Note,

Note, That all the first Motions are to be performed immediately after the Word of Command is given ; but to each of the other Motions take as much Time as you can reckon *One, Two* : Take Care not to begin any Motion till the last Number, that the telling the last Number, and the Motion be done at the same Time.

2. Poise your Firelock.

Explanation. Number of Motions 1.

At this Word of Command, with both Hands and a quick Motion, bring up the Firelock from your Shoulder, and at the same Time thrust it from you with your Right Hand ; in doing which, let your Left Hand fall down your Side, so that the Cock be turned outwards, the Thumb inwards right against the Face, and the Feet in the same Posture as when shouldered.

3. Join your Left Hand to your Firelock.

Explanation. Number of Motions 2.

TURN the Barrel of your Firelock towards you, and at the same Time seize it with your Left Hand, so that your Little-finger touch the Cock ; and hold your Firelock in both Hands, with your Arms extended as much as possible without constraint ; then tell *One, Two*, and with a quick Motion bring your Firelock down to your Right Side, the Butt-End as low as the Middle of your Thigh, the Muzzle pointing a little forward, the Stock in your Left Hand, with your Right Thumb upon the Cock, the Fore-finger before the Trigger, and the other Finger behind the Guard : And at the same Time that you bring down your Firelock, you must step a little back, with the Right Foot. Toe pointing to the Right, the Right Knee stiff, and the Left a little bending,

bending, and your Body very straight. You must hold your Firelock on the Right Side, a little from the Body, that your Body and Face may present themselves to the Front as much as possible.

4. Cock your Firelocks.

Explanation. Number of Motions 2.

KEEP your Thumb upon the Cock, and bring up your Firelock with both Hands before you ; at the same Time bring up your Right Foot, and let the Heel be within half a Foot of the Hollow of your Left Foot, and the Toe pointing to the Right, the Firelock close to your Breast, that you may the easier bend the Cock : Tell *One, Two, and Cock* ; then at the same Time thrust your Firelock nimbly from you with both Hands, holding your Thumb upon the Cock, your Fore-finger before the Trigger, keeping your Arms stretched out before your Body.

5. Present.

Explanation. Number of Motions 1.

IN presenting, take away your Thumb from the Cock, and move the Right Foot a little back to be turned to the Right, the Body to the Front, and place the Butt-End in the Hollow between the Right Breast and the Shoulder, keeping the Fore-finger before the Trigger, but without turning it ; and the other Three Fingers behind the Guard, the Elbows in an equal Line, the Head straight upwards, the Body upright, but a little pressed forwards against the Firelock, the Left Knee a little bent, and the Right Knee stiff.

6. Fire.

Explanation. Number of Motions 1.

As soon as the Word of Command is given, draw the Trigger briskly with the First-finger, and take

T 2

care

care that, though the Cock does not go down, you draw the Trigger but once.

7. Recover your Firelocks.

Explanation. Number of Motions 1.

BRING back your Firelock straight before you, your Right Heel near the Hollow of your Left Foot, keeping the Posture as in *Explanation 4.*

8. Half Cock your Firelocks.

Explanation. Number of Motions 1.

BRING the Firelock close to your Breast, and half bend your Cock : Tell *One, Two*, and then thrust it from you with both Hands.

9. Handle your Primers.

Explanation. Number of Motions 3.

FALL back briskly with the Right Foot behind the Left, that the Heels come straight behind one another, and bring your Firelock at the same Time with both Hands, and a quick Motion, keeping the Muzzle on a level with the rest of the Barrel, and the Left Toe pointing to the Front: Tell *One, Two*, and take hold of your Primer, the Thumb on the Spring-Cover : Tell *One, Two*, and bring it within a Hand's Breadth of the Pan.

10. Prime.

Explanation. Number of Motions 2.

HOLD your Firelock still, and turning up that Hand with the Primer, shake out as much Powder into the Pan as is necessary : Tell *One, Two*, and bring it behind the Butt-End, and remain in that Posture till the following Word of Command.

11. Shut

11. Shut your Pans.

Explanation. Number of Motions 4.

LET fall your Primer, and take hold of the Steel with your Thumb upwards, and your Two foremost Fingers under : Tell *One, Two*, and seize your Firelock with your Right Hand behind the Lock : Then tell *One, Two*, and bring up your Firelock to your Recover.

12. Cast about to Charge.

Explanation. Number of Motions 2.

TURN the Firelock with both Hands so that the Barrel be outwards : Tell *One, Two*, and let go the Right Hand, bringing down the Firelock with the Left, step forwards with the Right Foot, though not directly before the Left, but place it a little to the Right Side, that the Body may present it self the better forwards, taking hold of the Muzzle with the Right Hand, that bringing down the Firelock, the moving the Right Foot, and the taking hold of the Muzzle, be done at the same Time : Hold your Right Hand upwards near the Rammer, and the Barrel downwards, keeping the Body straight, only the Right Knee a little bent, which must remain until you have charged.

13. Handle your Cartridges.

Explanation. Number of Motions 3.

BRING the Firelock with both Hands to your Body : Tell *One, Two*, and quit the Firelock with your Right Hand, holding it with your Left Hand in a Balance, the Muzzle pointing a little forwards, and at the same Time take hold of one of the Cartridges : Tell *One, Two*, and bring it within an Inch of the Side of the Muzzle, the Thumb upwards.

14. Open your Cartridges.

Explanation. Number of Motions 2.

BRING the Cartridge to your Mouth, and bite off the Top: Tell *One, Two*, and bring it again to its former Posture, holding it with the Thumb upwards.

15. Charge with Cartridge.

Explanation. Number of Motions 2.

BRING the Cartridge just before the Muzzle, turning up your Hand and Elbow, and fixing the Cartridge at the same Time: Tell *One, Two*, and slap your Two Fore-fingers briskly on the Cartridge to put it quite in, and remain so with your Right Elbow square.

16. Draw your Rammers.

Explanation. Number of Motions 4.

SEIZE the Rammer with the Fore-finger and Thumb of your Right Hand, holding the Thumb upwards: Tell *One, Two*, and draw it out as far as your Arm will reach: Tell *One, Two*, and take hold of it close to the Stock, turning the Thumb downwards: Tell *One, Two*, and draw it quite out, holding it between the Thumb and the Two Fore-fingers, the whole Arm stretched out even with the Right Shoulder, the small End towards you, and the other from you, in an even Line.

17. Shorten your Rammers.

Explanation. Number of Motions 3.

MOVE the Middle-finger, which supports the Rammer, and turn it briskly with the thick End down,

down, and hold it so in your Hand with an out-stretched Arm, in a Line with your Shoulder, and the Thumb upwards: Tell *One, Two*, and set the thick End against the Lower part of your Breast: Tell *One, Two*, and slip your Right Hand down to a Hand's Breadth of the End, the Rammer in a Line with the Barrel, the Thumb upwards, and the Elbow a little turned out from the Body.

18. Put them in the Barrels.

Explanation. Number of Motions 6.

BRING the Rammer, and place the thick End on the Cartridge: Tell *One, Two*, and thrust it down as far as your Hand will permit: Tell *One, Two*, and seize it about the Middle: Tell *One, Two*, and thrust it down as far as your Hand will permit: Tell *One, Two*, and seize it at the Top: Tell *One, Two*, and thrust it down as before, holding the Rammer fast in your Hand, and the Thumb upwards.

19. Ram down your Charge.

Explanation. Number of Motions 2.

DRAW the Rammer as far as the Arm unforced will permit: Tell *One, Two*, and ram down the Charge with an ordinary Force, holding the Rammer as before.

20. Recover your Rammers.

Explanation. Number of Motions 3.

DRAW the Rammer with a quick Motion, till half of it be out of the Barrel: Tell *One, Two*, and seize it close to the Muzzle, with a turned Hand, and the Thumb downwards: Tell *One, Two*, and draw it quick out of the Barrel, holding it with the thick

thick End towards your Shoulder, and observing the Posture in *Explanation 16.*

21. Shorten your Rammers.

Explanation. Number of Motions 3.

TURN down the small End of your Rammer: Tell *One, Two*, and set it against your Breast: Tell *One, Two*, and slip your Hand within a Foot of the End, observing the Directions in *Explanation 17.*

22. Return your Rammers.

Explanation. Number of Motions 6.

BRING the small End of the Rammer and place it in the Stock: Tell *One, Two*, and thrust it in as far as your Hand will permit: Tell *One, Two*, and seize it in the Middle: Tell *One, Two*, and thrust it down as far as your Hand: Tell *One, Two*, and set the Palm of your Hand against the thick End: Tell *One, Two*, and thrust it quick down.

23. Cast off your Firelocks.

Explanation. Number of Motions 3.

EXTEND your Right Arm in a Line with your Shoulder: Tell *One, Two*, and take hold of your Firelock, having your Thumb even with the Muzzle: Tell *One, Two*, and thrust the Firelock from your Body, observing the Posture in *Explan. 12.*

24. Your Right Hand under the Lock.

Explanation. Number of Motions 1.

FACE on the Left Heel to the Left, and at the same Time turning the Muzzle directly up, you seize the Firelock with the Right Hand behind the Cock,

Cock, holding the Firelock from the Body, and your Hands as low as you can without Constraint.

25. Poise your Firelocks.

Explanation. Number of Motions 1.

FACE very quick on the Left Heel to the Right, and at the same Time bring the Firelock with both Hands before you, and let your Left Hand fall down your Side, and push the Firelock with the Right Hand suddenly; so that the thrusting forward the Firelock, and setting down the Right Foot, be done at the same Time.

26. Shoulder your Firelocks.

Explanation. Number of Motions 3.

TURN the Barrel of the Firelock outwards with your Right Hand, and the Guard inwards against the Left Shoulder, and at the same Time seize the Butt with your Left Hand, placing your Thumb in the Hollow: Tell *One, Two*, and bring it with both Hands on your Left Shoulder, without moving your Head, and keep both Elbows in a Line: Tell *One, Two*, and quit your Right Hand, letting it fall by your Right Side, and sink your Elbow at the same Time.

27. Rest your Firelocks.

Explanation. Number of Motions 4.

JOIN your Right Hand, as in *Explanation 1.* then tell *One, Two*, and come to your Poise, as in *Explanation 2.* Tell *One, Two*, and seize your Firelock with the Left Hand, as in *Explanation 3.* Tell *One, Two*, and come down to your Rest, observing the Posture in *Explanation 3.*

28. Order your Firelocks.

Explanation. Number of Motions 3.

RAISE your Firelock with both Hands straight upwards, slipping up the Left Hand even with the Right Shoulder: Tell *One, Two*, and let go the Right Hand, sinking the Firelock with the Left, seizing the Firelock at the same Time with the Right Hand near the Muzzle, that the Thumb be upwards, and even with it: Tell *One, Two*, and quit your Left Hand, and set down the Butt-End of your Firelock upon the Ground, even with your Toe, at the Outside of your Right Foot; and perform it with that Quickness that your Right Foot and your Firelock come down at the same Time, the Heels in a straight Line, the Toes turned outwards, letting your Right Arm hang from the Hand to the Elbow by the Side of the Firelock, and the Left Hand hanging by the Left Side.

29. Ground your Firelocks.

Explanation. Number of Motions 4.

LIFT up your Right Foot, and making half a Face to the Right, place it against the flat End of the Butt, and at the same Time turn the Barrel of the Firelock towards your Body: Tell *One, Two*, and step directly forwards with the Left Foot, slipping your Right Hand to the Middle of the Barrel, and at the same Time lay down the Firelock on the Ground with the Lock upwards: Tell *One, Two*, and raise your self again, stepping back with your Left Foot, and keeping your Body half faced to the Right: Tell *One, Two*, and turn your Right Foot on the Heel over the Butt-End, and bringing your Body to its proper Front, let both Arms hang down by your Sides.

30. Take

30. Take up your Firelocks.

Explanation. Number of Motions 4.

TURN your Right Foot on your Heel over the Butt-End of your Firelock, and set it down behind the same, and making a half Face to the Right, extend your Right Arm a little to the Right Side : Tell *One, Two*, and step forward with the Left Foot along the Firelock, and at the same Time take hold of it by the Middle of the Barrel with an outstretched Arm, and a stiff Body : Tell *One, Two*, then raise your self and the Firelock again, bringing back the Left Foot : Tell *One, Two*, and take up your Right Foot again, and set it at the Inside of the Butt, slipping up your Right Hand as high as the Muzzle, and turning the Barrel towards your Right Shoulder, stand in the Posture as in *Explanation 28*.

THE Soldiers must observe in grounding their Firelocks not to keep their Hands at the Muzzle, but in grounding to sink them to the Middle of the Barrels ; and at the taking them up, to take hold at the same Place, then slip their Hands up to the Muzzle with Ease.

Note, It is further to be observed, that at the grounding and taking up their Firelocks, the Soldiers must keep up their Heads, and their Right Knee as stiff as possible ; the Front Rank casting their Eyes to the Right, without turning their Heads aside, and the other Ranks minding their File-Leaders.

31. Rest your Firelocks.

Explanation. Number of Motions 3.

TURN your Thumb inwards, and slip your Hand as far as your Arm will permit without Constraint : Tell *One, Two*, and raise your Firelock with your
Right

Right Hand, taking hold of it at the same Time with the Left just under the Right Hand : Tell *One, Two*, then let go your Right Hand, and place it behind the Lock, stepping back with your Right Foot at the same Time, so that the resting of your Firelock, and stepping back with your Foot be done at once ; then keep the Firelock, Body and Feet, in the same Posture, as in *Explanation 3*.

32. Club your Firelocks.

Explanation. Number of Motions 4.

KEEP your Firelock firm in your Left Hand, and cast it about with your Right Hand, bringing up the Right Foot ; and at the same Time take hold of it with your Right Hand as low as you can without Constraint, let the Guard be right against your Eyes, the Muzzle and left Thumb downwards, and the Lock from you : Tell *One, Two*, then Let go the Left Hand and place it at the End of the Stock, raising the Firelock at the same Time with the Right Hand, and keeping it with out-stretched Arms, opposite to the Left Shoulder : Tell *One, Two*, and bring it on your Left Shoulder with the Lock upwards : Tell *One, Two*, then quit your Right Hand nimbly, and let it hang down by your Side.

33. Rest your Firelocks.

Explanation. Number of Motions 4.

TURN your Firelock with the Left Hand inwards, and at the same Time take hold with your Right Hand an handful above the Left, the Elbows in an equal Line : Tell *One, Two*, and bring it with both Hands before your Body, the Butt high, and your Arms extended : Tell *One, Two*, and then let go your Left Hand, and sink the Firelock with your Right

Right Hand, that the Guard be even with your Eyes, seizing it at the same Time near the Lock with your Left Hand turned, and the Thumb downwards : Tell *One, Two*, and let go the Right Hand, and turn the Firelock with the Left, bringing the Butt-End down, come to your Rest, stepping back with your Right Foot.

34. Secure your Firelocks.

Explanation. Number of Motions 3.

COME briskly to your Poise : Tell *One, Two*, and seize the Firelock with your Left Hand an handful from the Lock, turning the Barrel outwards, and bringing the Firelock opposite to your Left Shoulder, the Muzzle directly up : Tell *One, Two*, quit your Right Hand, and bring the Firelock with the Left Hand under your Left Arm, the Lock between your Wrist and your Elbow, the Barrel downwards, and the Muzzle a Foot from the Ground.

35. Shoulder your Firelocks.

Explanation. Number of Motions 5.

BRING the Firelock with a quick Motion before you, the Muzzle upwards, and the Lock turned outwards, and seize it at the same Time with the Right Hand under the Lock : Tell *One, Two*, and thrust it from you with your Right Hand, and let go your Left Hand, and at the same Time come to your Poise : Tell *One, Two*, and clap your Left Hand at the Butt : Tell *One, Two*, and lay it on your Shoulder : Tell *One, Two*, and quit the Right Hand, as in *Explanation 1, 2.*

36. Poise your Firelock.

This is done as in Explanation 1, 2.

U

37. Rest

37. Rest on your Arms.

Explanation. Number of Motions 3.

SINK your Firelock as low as you can, without Constraint, with your Right Hand, seizing it at the same Time with your Left Hand the Height of your Chin, the Left Elbow turned out : Tell *One, Two*, and seize the Muzzle with your Right Hand : Tell *One, Two*, and bring the Butt to the Ground, slipping up your Left Hand at the same Time close to the Right Hand.

38. Draw your Bayonets.

Explanation. Number of Motions 2.

SEIZE your Bayonet with your Right Hand : Tell *One, Two*, and draw it briskly, extending your Arm before you in a right Line with your Shoulder, holding the Point of the Bayonet upwards, and your Thumb on the Hollow of the Flank, that the Notch of the Socket may come even with the Sight of the Barrel, when you fix it on the Muzzle.

39. Fix your Bayonets.

Explanation. Number of Motions 4.

PPACE the Socket of the Bayonet on the Muzzle : Tell *One, Two*, and thrust it down as far as the Notch will permit : Tell *One, Two*, and turn it from you, and fix it : Tell *One, Two*, and seize your Firelock, having the Palm of your Right Hand on the back of your Left.

40. Rest your Bayonets:

Explanation. Number of Motions 3.

RAISE your Firelock with your Right Hand as high as your Forehead, and slip your Left Hand at the

the same Time as low as possible you can without Constraint : Tell *One*, *Two*, and raise your Firelock with your Left Hand, turning the Barrel towards you, and at the same Time seize it under the Lock, observing the Posture in *Explanation 7*. Tell *One*, *Two*, and come to your Rest, as in *Explanation 3*.

41. Charge your Bayonets Breast high.

Explanation. Number of Motions 3.

BRING your Firelock to your Recover : Tell *One*, *Two*, and clap the Palm of your Hand against the Plate of the Butt, the Barrel being towards you : Tell *One*, *Two*, and falling back with your Right Foot, your Heels in a Line, come to your Charge, having the End in a full Right Hand, your Thumb upon it, the Barrel upwards, and the Left Elbow turning outwards from your Body.

42. Push your Bayonets.

Explanation. Number of Motions 2.

PUSH your Bayonet forward without raising or sinking the Point, and at the same Time bring the Butt-End of the Firelock before your Left Breast : Tell *One*, *Two*, and bring it back to its first Posture.

43. Recover your Arms.

Explanation. Number of Motions 2.

SEIZE your Firelock with your Right Hand behind the Cock : Tell *One*, *Two*, and come to your Recover.

44. Rest your Bayonets on your Left Arms.

Explanation. Number of Motions 2.

TURN the Lock from you : Tell *One*, *Two*, and stepping out with the Right Foot, let go your Left
U 2 Hand,

Hand, sink your Firelock, and at the same Time take hold of the Cock and Steel with your Left Hand, the Cock lying on the Middle-finger, and the lower Joint of your Thumb on the Steel; keep both Arms as low as possible without Constraint, the Butt opposite to the Center of your Thighs, and the Bayonet pointing exactly to the Left, and as far from the Shoulder as the Situation of both your Arms and the Butt will permit.

45. Rest your Bayonets.

Explanation. Number of Motions 3.

SLIP your Left Hand without moving the Firelock, and take hold of the Stock above the Lock, your Thumb inwards: Tell *One, Two*, and bring the Firelock to your Recover, with your Right Heel against the Hollow of your Left: Tell *One, Two*, and come briskly to your Rest.

46. Shoulder your Firelocks.

Explanation. Number of Motions 4.

BRING the Firelock briskly to your Poise: Tell *One, Two*, and do as directed in *Explanation 26*.

Take Care to present your Arms.

47. Present your Arms.

This is done as in Explanation 27.

48. To the Right. (*Four Times.*)

Explanation. Numb. of Motions 3 to each of them.

IN each of these four Facings, you first come to your Recover: Tell *One, Two*, and turn upon your Left

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Left Heel to the Right, keeping your Arms well recovered, and taking Care that the Ranks and Files be always straight: Tell *One*, *Two*, and come to your Recover nimbly, stepping out a little with your Right Foot.

49. To the Right about.

Explanation. Number of Motions 3.

This is done as in the foregoing *Explanation*, only you now face to the Right about.

50. To the Left as you were.

Explanation. Number of Motions 3.

OBSERVE the same Time as in the other Facings, coming briskly to the Left about.

51. To the Left. (Four Times.)

Explanation. Numb. of Motions 3 to each of them.

THIS is performed like the Facings to the Right, only with this Difference, that you turn upon the Left Heels to the Left every Time, the fourth part of a Circle.

52. To the Left about.

This is done as in Explanation 50.

53. To the Right as you were.

This is done as in Explanation 49.

54. Poise your Firelock.

COME briskly to your Poise in one Motion.

55. Rest on your Arms.

This is done as in Explanation 37.

56. Unfix your Bayonets.

Explanation. Number of Motions 3.

SLIP up your Bayonet with your Right Hand : Tell *One, Two*, and turn it towards you : Tell *One, Two*, and slip it quite up the Muzzle, thrusting it from you at the same Time, as in *Explanation 38.*

57. Return your Bayonets.

Explanation. Number of Motions 4.

SINK the Point of your Bayonet, and place it in the Scabbard : Tell *One, Two*, and thrust it quite in : Tell *One, Two*, and bring your Right hand before : Tell *One, Two*, and seize the Firelock near the Muzzle with your Right Hand.

58. Poise your Firelocks.

Explanation. Number of Motions 3.

THE first Motion is the same with that in *Explanation 40.* Tell *One, Two*, and raise the Firelock with the Left Hand, seizing it with the Right Hand under the Lock : Tell *One, Two*, and thrusting it from you coming to your Poise.

59. Shoulder your Firelock.

This is done as in Explanation 26.



T H E

Granadiers Exercise.

NOTE, *There must be no Difference between the Granadiers Exercise, and that of the Battalion, except in the Use of their Slings and Granadoes.*

Granadiers take Care

1. Join your Right Hands to your Firelocks.

This is done the same Way as has been shewn in the Exercise of the Firelock, Explanation 1.

2. Poise your Firelocks.

This as in Explanation 2.

3. Join your Left Hands to your Firelocks.

This as in Explanation 3, only you are to take Care that the Slings be in your Left Hands when you seize the Stock.

4. Cock your Firelock.

This as in Explanation 4.

5. Present.

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5. Present.

This as in Explanation 5.

6. Fire.

This as in Explanation 6.

7. Recover your Arms.

This as in Explanation 7.

8. Handle your Slings.

Explanation. Number of Motions 2.

TURN the Firelock with both Hands, that the Lock come outwards, and hold it before your Body : Tell *One, Two*, and step out with your Right Foot to the Right Side, drawing at the same Time your Sling with your Left Hand quick to the Left Side, in an equal Line with your Firelock, the Thumb upwards, and stand thus till the next Word of Command.

9. Sling your Firelocks.

Explanation. Number of Motions 2.

BRING your Sling with your Left Hand just above your Right Shoulder, and at the same Time bring your Firelock with your Right Hand under your Left Elbow : Tell *One, Two*, and draw the Sling with your Left Hand, letting loose the Right, that the Firelock hang upon the Right Shoulder, with the Muzzle up, and the Butt-End downward, bringing both Hands to hang down by your Sides.

10. Handle

10. Handle your Matches.

Explanation. Number of Motions 3.

BRING both Hands readily before your Body, your Arms half stretched out, about the Height of your Shoulder, taking at the same Time the lowermost End of the Match with your Right Hand, your Thumb under, and your Two Fore-fingers above : Tell *One, Two*, and bring it over the Back of your Left Hand, between your Thumb and Two Fore-fingers : Tell *One, Two*, and thrust out the Left Hand with the Match quickly forward, letting the Right Hand hang down by your Side at the same Time.

11. Handle your Granadoes.

Explanation. Number of Motions 3.

KEEP your Left Hand in the same Posture, and facing nimbly upon the Hell to the Right, keep your Right Hand extended the Height of your Shoulder : Tell *One, Two*, and clap it briskly upon your Pouch, seizing your Granado : Tell *One, Two*, and bring it with an out-stretched Arm, in a straight Line, with your Left Hand, and your Thumb against the Fuze, and stand in this Posture.

12. Open your Fuze.

Explanation. Number of Motions 2.

KEEP your Left Hand still, and bring your Granado still to your Mouth with your Right Hand : Tell *One, Two*, then open your Fuze with your Teeth, and thrust it nimbly from you to its former Place.

13. Guard.

13. Guard your Fuze.

Explanation. Number of Motions 1.

COVER the Fuze with your Thumb without making any farther Motion.

14. Blow your Matches.

Explanation. Number of Motions 2.

BRING the Match before your Mouth : Tell *One, Two*, blow it with a strong blast, and thrust it at the same Time to its former Place.

15. Fire and throw your Granadoes.

Explanation. Number of Motions 3.

MEET the Granado with your Left Hand, opposite to the Right Thigh, bending the Right Knee, and keeping the Left Knee stiff, and fire the Fuze at the same Time : Tell *One, Two*, and throw the Granadoes with a stiff Arm, stepping forward with the Right Foot even with the Left : Tell *One, Two*, and let your Right Hand fall by your Side, and keep the Left Hand with the Match extended.

16. Return your Matches.

Explanation. Number of Motions 3.

BRING both Hands again before your Body, as in *Explanation 10.* Tell *One, Two*, and put the Match in its former Place : Tell *One, Two*, and let both Arms fall down by your Sides.

17. Handle your Slings.

Explanation. Number of Motions 2.

SEIZE the Sling with your Left Hand as low as you can reach : Tell *One, Two*, and slip your Left Elbow

Elbow under the Firelock, letting the Stock lie between the Thumb and the Two Fore-fingers, the Barrel upwards, the Butt-End pointing to your self.

18. Poise your Firelocks.

Explanation. Number of Motions 6.

SEIZE the Sling about the Middle with your Right Hand : Tell *One, Two*, and bring the Firelock to lie on your Left Shoulder, and the Butt-End before you : Tell *One, Two*, and bring the Sling with your Right Hand over your Head, and the Firelock with the Left straight before you, the Muzzle upward, and the Barrel turned forward : Tell *One, Two*, and cast the Sling briskly with your Right Hand towards your Left, turning at the same Time the Lock of the Firelock outward : Tell *One, Two*, and place your Right Hand under the Lock, the Thumb upwards : Tell *One, Two*, and thrust the Firelock briskly from you, letting your Left Hand fall by your Side.

19. Half Cock your Firelocks.

Explanation. Number of Motions 2.

SEIZE your Firelock with your Left Hand, turning the Barrel inward : as in *Explanation 3.* Tell *One, Two*, and half cock, as in *Explanation 8.*

Go on as in the Explanation of the Battalion Exercise.

Take

Take Care to Exercise your Evolutions.

NOTE, *That the Soldiers must carry their Arms very well, and hold them firm on their Shoulders when they Face, taking great Care always to straiten their Ranks and Files.*

*Rear half Files take Care to double
your Front.*

1. Rear half Files to the Right double
your Front.

Explanation.

THE Three last Ranks stand ready to March and Double.

2. March.

Explanation.

THE forementioned Ranks step at once forward with their Left Foot, and march slowly and exactly, counting Twelve Paces; the Fourth Rank marches into the First, the Fifth into the Second, and the Sixth into the Third, and place themselves on the Right Side of the Men that stood before them.

3. To

3. To the Left as you were!

Explanation.

THE Ranks, which doubled, face at once upon the Right Heel to the Left, stepping at the same Time, with the Left Foot, a Pace backwards ; in which Facing they must carry their Arms high and straight, to prevent touching one another ; and stand thus ready to march.

4. March.

Explanation.

THE aforesaid Ranks step at once forward with the Left Foot, and march slowly to their former Places, so that the Right Foot make the last or twelfth Step.

5. Halt.

Explanation.

THE aforesaid Ranks face at once upon their Right Heels, to the Right about, dressing their Ranks and Files.

6. Rear half Files to the Left, double your Front.

Explanation.

THE aforesaid half Files stand ready to march and double.

7. March.

Explanation.

THE aforesaid Ranks step at once forward with the Left Foot, and march slowly and exactly to the Left Side of their Leaders, observing further as in *Explanation 2.*

8. To the Left as you were.

Explanation.

THE aforesaid Ranks face at once on the Left Heel to the Right, setting the Right Foot half a Pace backward, carrying their Arms high and straight, as before.

9. March.

Explanation.

THE aforesaid Ranks step at once forwards with the Right Foot, marching slowly to their former Places, so that the Left Foot makes the last or twelfth Pace, and stands foremost; observing what has been further said of straitening their Ranks and Files, and carrying their Arms well.

10. Halt.

Explanation.

THE aforesaid Ranks face at once upon the Left Heel to the Left about, and observe what has been further said in the former Commands.

Front half Files take Care to double your Rear.

11. Front half Files to the Right, double your Rear.

Explanation.

THE Three Front Ranks face upon the Right Heel to the Right about, and stand ready to march and double.

12. March.

12. March.*Explanation.*

THE aforefaid Ranks ſtep at once forward with the Right Foot, and march ſlowly, viz. the Third into the Sixth, the Second into the Fifth, and the Firſt into the Fourth, ſo that the Left Foot makes the laſt or twelfth Step, and muſt ſtand by the Right Foot of the Man he is to double : In ſtepping the laſt Pace, they muſt turn their Faces to the Left of their Ranks, the Muzzle of their Firelocks pointing to the Right, and muſt remain ſo till the Word of Command.

13. Halt.*Explanation.*

THE aforefaid Ranks face at once upon the Left Heel to the Right, and ſtraighten their Ranks and Files.

14. Front half Files as you were.*Explanation.*

THE aforefaid Three Ranks ſtand ready to march as they were.

15. March.*Explanation.*

THE aforefaid Ranks ſtep out at once with the Left Foot, and march ſlowly forward, carrying their Arms high, their Ranks ſtraight, and Files even ; which they muſt obſerve to do by placing their Left Heels in the Ground they marched in the Facings.

16. Front half Files to the Left, double your Rear.

Explanation.

THE Three first Ranks face upon the Left Heel to the Left about; and stand ready to march.

17. March.

Explanation.

THE aforesaid Three Ranks step forwards with the Left Foot, and march slowly into the Ranks that stood behind them, counting their Twelve Paces: In stepping the last Pace, they must place their Right Feet close to the Left Feet of the Men they are to double, turning their Faces to the Right of the Rank, and their Muzzles pointing in a Line to the Left.

18. Halt.

Explanation.

THE aforesaid Ranks face upon the Left Heel to the Left, and straiten their Ranks and Files.

19. Front half Files as you were.

Explanation.

THE aforesaid Ranks stand ready to march.

20. March.

Explanation.

THE aforesaid Ranks step at once forward with their Left Feet, and march slowly to their former Places, carrying their Arms well and high.

Half

*Half Ranks take Care to double your
Files by Divisions.*

**21. Half Ranks to the Right, double your
Files by Divisions.**

Explanation.

THE Left half Ranks of every Division are to face at once upon the Left Heel to the Right, and stand ready to march.

22. March.

Explanation.

THE aforesaid half Ranks step at once forwards with the Left Foot, and march straight to the Place, where the Right Hand Man of the half Rank stood, from whom each File is to incline to the Center of the Ranks and Files which they are to double ; observing in the March, that the Left Foot must never come without the Line of the Front ; the Left Foot, making the last Pace, and standing foremost.

23. Halt.

Explanation.

THE aforesaid half Rank face at once upon the Left Heel to the Left, and straiten their Ranks and Files.

24. To the Left as you were.

Explanation.

THE aforesaid half Ranks face upon the Left Heel to the Left, ready to march to their former Post.

25. March.*Explanation.*

THE aforefaid half Ranks step at once forwards with their Left Feet, and march to their former Places, placing the Right Foot foremost ; observing again that the Right Feet do not come without the Line of the Front.

26. Halt.*Explanation.*

THE aforefaid half Ranks face altogether upon the Right Heel to the Right, straitening their Ranks and Files.

27. Half Ranks to the Left, double your Files by Division.*Explanation.*

THE half Ranks, which stood still before, must face upon the Right Heel to the Left, and stand ready to march and double.

28. March.*Explanation.*

THE aforefaid half Ranks must step with the Right Foot, and march slowly, following their Leaders to the Place where the Left Hand File of the half Rank stood, from whence each File is to incline to the Center of the Ranks and Files which they are to double ; the Right Feet making the last Pace, and standing foremost.

29. Halt.

Explanation.

THE aforesaid half Ranks face at once upon the Right Heel to the Right, keeping their Ranks and Files straight.

30. To the Right as you were.

Explanation.

THE aforesaid half Ranks face at once upon the Right Heel to the Right, ready to march to your former Places.

31. March.

Explanation.

THE aforesaid half Ranks step forward at once, with the Right Feet, and march back to their former Places, setting the Left Feet foremost, and not coming without the Line of the Front.

32. Halt.

Explanation.

THE aforesaid half Ranks face upon the Left Heel to the Left, keeping the Ranks and Files straight.

Note, That here the Officers are to be ordered to their Posts in the Front, that they may lead the Divisions when they wheel.

Take Care to close your Files to the Center of the Division.

33. To the Right and Left, close your Files to the Center by Division.

Explanation.

EACH Division faces to the Right and Left inwards to its Center; Namely, the half Ranks on the

the Right, face on the Right Heel to the Left ; and the half Ranks on the Left, face on the Left Heel to the Left ; standing with their Feet and Faces to each other.

34. March.

Explanation.

THE Right half Files step with their Right Feet, and the Left half Ranks with the Left Feet at once forwards, the Center Files making but one large Pace ; and march towards one another, closing to the Distance of half a Pace, and placing the same Feet foremost that they faced on, carrying their Arms well and high, that they do not touch.

35. Halt.

Explanation.

THE half Ranks of the Right, face on the Right Heel to the Right ; and those of the Left, face on the Left Heel to the Left, taking Care their Ranks be even.

Take Care to close your Ranks.

36. Ranks, close to the Front.

Explanation.

THE Five last Ranks stand ready to march, and close forwards.

37. March.

Explanation.

THE First stands, and the other Five step at once forward with the Left Feet, and marching slowly within a Pace of each other.

Take

*Take Care to wheel.***38. To the Right, wheel.***Explanation.*

THE Ranks stand ready to march and wheel.

39. March.*Explanation.*

EACH Division marches with the Left Feet at once forward, and wheels a fourth part of a Circle, viz. The first Man of the Front Rank turns with his Body and Feet slowly, keeping his Right Heel in its Place ; the others of the same Rank wheel with him ; and according to the Proportion of their Distance from the Right Hand Man, are to march faster or slower, looking carefully to the Left Hand Man without turning their Heads, that the whole Rank may march even : The first Rank, in their Wheeling, must touch the Right Hand Man, and not march too fast for the others, which have a greater Circumference ; the other Ranks must observe the same Order in their March, with this Difference ; that they are to incline to the Left, covering their File-Leaders, and observing their Distance in Ranks and Files, and carrying their Arms well.

40. Halt.*Explanation.*

ALL the Divisions, having wheeled a fourth part of a Circle, stand and ~~straiten~~ their Ranks and Files.

41. To the Right, wheel.*Explanation.*

ALL the Divisions stand ready to march and wheel.

42. March.

42. March.

This as in Explanation 39.

43. Halt.

This as in Explanation 40.

44. To the Right about, wheel.

Explanation.

THEY stand again ready to march and wheel.

45. March.

Explanation.

As all the Divisions wheeled twice, at each Time the fourth part of a Circle, so they must now at once wheel half a Circle to the Right about, which brings them to their proper Front, observing Directions as in *Explanation 39.*

46. Halt.

This is done as in Explanation 40.

47. To the Left, wheel.

Explanation.

ALL the Divisions stand ready to march and wheel.

48. March.

Explanation.

ALL the Division march forward at once with the Left Feet, and wheel to the Left a fourth part of a Circle ; the Left Hand Man of the Rank turns in his

his Place upon the Left Heel ; the rest of the Rank are to touch the Left Hand Men, and cast their Eyes to the Right, without turning their Heads ; the other Ranks are to incline to the Right, covering their File-Leaders, and observing their Distance in Ranks and Files.

49. Halt.

Explanation.

THEY stand still as before, taking Care that their Ranks and Files be even.

50. To the Left, wheel.

Explanation.

THEY stand again ready to march and wheel.

51. March.

Explanation.

THEY wheel a fourth part of a Circle to the Left, observing every Thing in the aforesaid Wheeling.

52. Halt.

Explanation.

THEY stand as before.

53. To the Left about, wheel.

Explanation.

As all the Divisions wheeled twice the fourth part of a Circle, so they must now at once wheel half a Circle, to the Left about, which brings them to their proper Front.

54. Halt.

This is done as in Explanation 40.

Note,

Note, That when you wheel, you are to wheel with open Ranks ; the Ranks that follow, must not wheel till they come to the Place where the first Rank did wheel ; and when they wheel to the Right, they must close to the Right, so as to touch the Right Hand Man, and look to the Left ; and when they wheel to the Left, they must close to the Left, and look to the Right.

Files, take Care to open to your former Distance.

55. Files, to the Right and Left outwards, to your former Distance.

Explanation.

THE half Ranks on the Right, face on the Left Heels to the Right ; and the half Ranks on the Left, face on the Right Heels to the Left, and stand Back to Back, as in *Explanation 33*, they stood Face to Face. Above all, care must be taken to carry their Arms high, and firm on their Shoulders, that they do not clash.

56. March.

Explanation.

THE half Ranks of the Right, step forward with the Left Foot ; and the half Ranks on the Left, step forward with the Right Foot, each File at once, letting their Leaders be their Distance, before they move, and march to their former Places, setting the same Feet foremost that they stepped off with at first ; the two Center Files making but half a Pace.

57. Halt.

Explanation.

THE Right half Ranks, face on the Left Heel to the Left; and the Left half Ranks, face upon the Right Heel to the Right, straitening their Ranks and Files.

Ranks, take Care to open to your former Distance.

58. Ranks, to the Right about as you were.

Explanation.

THE Five Ranks, which closed forwards, face upon the Left Heel to the Right about, standing ready to march as they were: The First Rank of the Five that face, must carry the Muzzles of their Firelocks very high, that they may not touch the Arms of the First Rank that stands.

59. March.

Explanation.

EACH Rank is to step off with the Left Foot, letting their Leaders step Three Paces before they move; then march slowly to their former Distance of Four Paces, observing that the Left Foot comes down last, and stand foremost, waiting for the following Command.

60. Halt.

Explanation.

THE aforesaid Five Ranks face at once upon the Left Heel to the Left about, straitening their Ranks and Files.

61. Rest your Firelocks.

This as in the Exercise of the Firelock, Explanation 27.

62. Order your Firelocks.

This as in Explanation 28.

63. Ground your Firelocks.

This as in Explanation 29.

Take Care to quit your Firelocks.

64. To the Right about.

Explanation.

As soon as this Command is given, the whole Battalion must face on the Left Heel to the Right about, and expect the following Command.

65. March.

Explanation.

THE whole Battalion must step with the Left Foot forward, and march slowly between the Files of their Arms, and as far clear of them as the Commanding Officer thinks fit.

Note, That when the Soldiers are marched beyond their Arms, they are not to observe Ranks and Files ; and they are to return to their Arms at the Beat of Drum, or other Signal that shall be given.

66. To

66. To your Arms.

Explanation.

As soon as this Command is given, or Signal, they all run to their Arms, drawing their Swords, and holding them in their Right Hands, with the Point upwards.

67. Return your Swords.

Explanation. Number of Motions 2.

THE whole Battalion turn at once the Points of their Swords downwards, looking toward the Left, and putting them into the Scabbards : Tell *One*, *Two*, and your Right Hands to your Sides.

68. Take up your Firelocks.

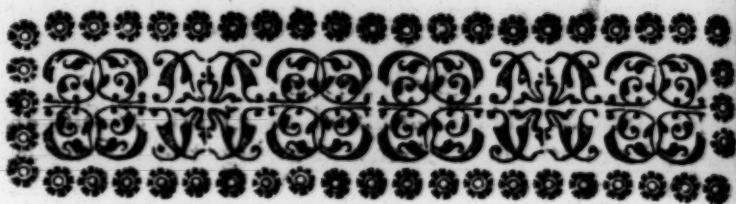
This is done as in Explanation 30, in the Exercise of the Firelock.

69. Rest your Firelocks.

This is done as in Explanation 31.

70. Shoulder your Firelocks.

This is done as in Explanation 46, carrying their Arms well.



Directions for forming Battalions, posting Officers, Saluting, &c.

1.  **W**HEN all the Companies are come to the Place where they are to form the Battalion, the Major, or whoever commands the Exercise, is to order the Officers to their Posts in the Battalion, and the Files to be compleated : The Battalion is to be reduced in the same Manner, by ordering the Officers to their respective Companies.

HERE it is to be observed, that when the Battalion is to be dismissed, and marches off by Companies, the Granadiers are to march first, and next to them the Colonel's Company ; then the Lieutenant-Colonel's Company on the Left Wing follows ; and so one after another, according to Seniority, beating a Troop with their Firelocks clubbed, and the Officers and Serjeants with their Arms advanced.

2. THE Battalion being formed, the Colonel's Post is in the Center before the Colours ; the Lieutenant-Colonel behind him ; half the Captains, Lieutenants, and Ensigns, on the Right of the Colours ; and the other half on the Left : They are to be posted according to their Commissions, that is, the Eldest outwards, and the Youngest towards the Center.

THE

THE Serjeants must rank themselves in the Rear of the Battalion, except those that are ordered to stand on the Wings. When you have but a few Serjeants, you must have Three on each Wing; viz. at the First, Fourth, and Last Ranks; but when you have Serjeants enough, there must be One on the Wings of each Rank.

THE Drummers must be divided into Three Parts: The first third must place themselves on the Right Wing, between the Granadiers and Colonel's Company; the second third Part on the Left Wing; and the other third Part behind the Colours, which is also the Place for *Hautboys*.

3. WHEN the Battalion is to perform their Exercise, no Officer must be absent without Leave, but always stand with his Arms in his Hand at the Post which is assigned him in the Rule of Exercise; excepting such Orders as he may receive to exercise the whole Battalion, some part of it, or a single Company, which he is always to perform, with his Arms in his Hand, and not to quit them.

No Officer shall exercise on Horseback, except the Major or Adjutant, or those who in their Absence perform their Duty.

4. WHEN the King, or Captain-General, are to be saluted, as soon as they draw near, the Soldiers are to present their Arms at the Word of Command; and at the third Motion, all the Drummers are to beat a March at once, and continue till his Majesty, or Captain-General, be past the Battalion; of which the Major is to give them Notice, that they may cease at once, by ordering the Battalion to take Care: Each Officer is to *Time* his Salute, so as to pull off his Hat when the Person he salutes is almost opposite to him.

HERE it is to be observed, that in the Absence of the Ensigns, the Colours are to be carried by a

Non-Commission Officer, who is to march and stand in the Ensign's Place, but not salute.

WHEN His Majesty, or Captain-General, in riding round the Battalion, pass along the Rear, no Officer or Colours, shall go through the Battalion to the Rear, nor salute further ; but the Soldiers are to be ordered to face to the Right or Left, with presented Arms, as the Occasion shall require it ; and the Drummers to beat a March.

5. WHEN a Battalion is to file off by the Right, the Granadiers are to march first ; then the Colonel foremost alone, or he that Commands the Battalion, though he were but a Captain ; after him half the Captains in one Rank, leading the first Division, and behind them the Lieutenant-Colonel ; but if he be absent, or if he leads the Regiment in the Absence of the Colonel, no Captain shall take his Post in the Rear of the Captains.

6. THE Lieutenants are to march with the first Grand Division on the Right and Left, and the Ensigns with the Center Grand Division, when they march by grand Divisions, either from Right or Left of the Battalion : Half the Captains lead the first Grand Division, and the Lieutenants that belong to it, march in the Rear ; all the Ensigns march at the Head of the second Grand Division ; the Lieutenants of the third, or last Grand Division, are to lead it, and the Captains to march in the Rear, as abovementioned. When they are to march by Half Ranks, or Quarter Ranks, then the Lieutenants are not to bring up the Rear of Divisions which Captains lead, but are to march at the Head of other Division or Divisions ; the Ensigns always keep with the Center Grand Division, and the Colours in the Center of it.

WHEN you come to a Defilee, or any Passage that is too narrow for your Front, if you marched off the Right, you are to order the half Ranks of each

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Division

Division to double their Files to the Right, as in the *Evolutions*, *Explanation* 21, 22, 23; and when they are past, to march up as they were, as in *Explanation* 24, 25, 26. * And if you march off by the Left, you are to observe *Explan.* 27, 28, 29. When you double, observe *Explanation* 30, 31, 32. When you order them as they were, with this Difference; that when the half Ranks are ordered to double their Files, they are to March and Halt, without expecting the Word of Command for it; and observe the same when they are ordered *as they were*.

UPON a March, the Drum-Major is to march with the Drummers, a little before the Commanding Officer, excepting one of them, who is to continue beating in the first Division: But if a Battalion marches through a Wood, or close Country, where there is danger the Soldiers may lose the Line of March, then the Drummers are to be divided in three Parts; one third with each Grand Division; and one of them must continue to beat in one of the Grand Divisions.

WHEN a Battalion marches into a Town, or other publick Place, then they must all beat, marching between the Third and Fourth Rank of the First Division, the Colours Division, and the Rear Division.

7. THE Officers, in marching, are to carry their Arms downwards, till they come to salute; then they must shoulder, and from thence salute: But the Ensigns, who carry the Colours, shall, in their March, carry them on their Right Shoulders, and advance them when they are going to salute.

THE Serjeants are not to salute, but to carry their Halberds upon their Left Shoulders, the Spears downwards, and only take off their Hats when they march by.

Note,

Note. That both Officers and Serjeants are not to bow when they pull off their Hats, but march very upright.

8. THE further Ceremonies to be performed to His Majesty, or the Captain-General, remain as formerly ; and the General Officers, hereafter named, to be saluted as follows : *Vis.*

THE General of the Foot, or those in the same Quality or Degree, shall have a March beat to them ; to be saluted by *all* Officers under them, without Exception ; and one Serjeant and two Sentinels, shall be posted before their Door.

THE Lieutenant-Generals shall be saluted by all Officers, the Colonel, Lieutenant-Colonel, and Colours excepted : In the Field or Camp, they must have three Ruffles, as also in Garrison by the Main Guard ; but all other Guards must beat a March ; and one Serjeant and two Sentinels posted before their Doors.

THE Major-Generals shall not be saluted by any Officer, and but two Ruffles given them in Camp or Garrison, and two Sentinels at their Door.

THE Brigadiers are to have rested Arms, and but one Sentinel at their Door.

ONE Ruffle shall be given to those Governours who are not General Officers, in all Places where they are Governours ; but for those who have no Commissions as Governours, no Drum shall beat : The Main Guard shall turn out once a Day only, and rest their Arms to them ; and so shall every Sentinel : But if a Governour continues walking or standing before the Guard, they may lay down their Arms.

THE Colonels shall have one Sentinel at their Door ; and those of the Garrison, one of their own Regiment ; as also he that commands the Regiment in the Absence of the Colonel, is to have a Sentinel at his Door.

THE

THE Main Guard shall turn out, and stand by their Arms once a Day for a Colonel, and all other Guards shall order their Arms for him ; but the Sentinels of his own Regiment shall rest their Arms to him ; and those of other Regiments remain shouldered.

THE Lieutenant-Governours shall be treated in their own Garrison as Colonels, and the Major-Commandants as Lieutenant-Colonels ; except, that in the Absence of the Lieutenant-Governours, they command in Chief ; and then they are to be treated as the Lieutenant Governour.

THE Main Guard is to do nothing for the Lieutenant-Colonels and Majors ; but the the other Guards are to turn out and stand by their Arms : The Sentinels of their own Regiments shall rest their Arms to them, but those of other Regiments remain shouldered.

THE Sentinels shall keep their Arms shouldered for Captains, Lieutenants, and Ensigns, except it be in Places where they Command ; and then they are to rest their Arms, and the Guard to turn out.

9. No Cannon shall be fired for a General, except the Captain-General, when he comes in, or goes out of Garrison.



*Instructions for all Field Officers and others,
which are to be observed and put in Execution,
both in Camp and Garrison.*

1. THE Commanding Officers of each Battalion in Camp or Garrison, are to review the Companies of their Battalions once a Month, at which Time the Articles of War are to be read ;
and

and they must always be reviewed the second Day after a March, and also the Day before a General Review ; and must be exercised at least once a Fortnight.

2. THE Captain, Lieutenant, and Ensign of each Company, are to review the Mens Arms, Ammunition, Accoutrements, Cloaths, Linnen, Shoes, Stockings, Hats, and Dress, every Pay-Day ; as also the next Day after a March, and always a Day before they are to be reviewed by any of the Field Officers.

3. THE Serjeants and Corporals must keep a Roll of their Squads continually in their Pockets ; and in their Turns visit the Tents and Barracks Night and Morning, and make a Report to the Captain, or other Officer : They are to discipline all Recruits, and others who are not perfect in their Exercise, and instruct them in the Knowledge of their Duty.

4. It must be strictly observed, that no Body presumes to strike or abuse any Sentinel upon his Post ; nor is any Sentinel to be relieved, or removed from his Post, but by one of the Corporals of the Guard to which he belongs. If he has done any Thing amiss, that deserves Punishment, he is to be relieved and confined : He is to be very watchful and diligent upon his Post, not Sing, or Smoke Tobacco : He is not not to suffer any Noise near his Post, nor any Light or Fire near it in the Night Time, upon Pain of severe Punishment : He must not sit down, nor put his Arms out of his Hands, or suffer any to handle them, or to come within the Reach of his Arms in the Night-time, or in the Day-time in any advanced Post. When he has Orders to make the Rounds or Passengers stand all the Serjeant or Corporal of the Guard comes with a File of Men to examine them, he is to permit them to approach within Twelve Paces, and then challenge them very boldly

boldly : If they do not answer, or if they still approach, he is to rest his Arms, and challenge a second Time ; and if they continue to approach, or will not answer, he is to challenge a third Time ; and then if they do not answer or stand, he is to fire, and retreat to his Guard if he thinks it necessary. He is not to know any Body at his Post in the Night-time, but by the Counter-Sign : He must take great Care not to sleep at his Post, nor betray it ; for those are Crimes punishable with Death. All Sentinels must challenge, with a loud and brisk Voice, every Body that passes by them from the Time it is dark, till *Reveille* beats, and rest their Firelocks to all that approach them.

5. ALL Guards, especially those that are advanced, shall have a Counter-Sign in the Night-time, or give the Corporal of the Guard's Name as a Counter-Sign, so that when any Sentinel is answered *Relief*, he is to order them to stand, and the Corporal to advance ; upon this, the Corporal shall order his Men to halt and rest their Firelocks, and he himself shall advance within a Pace of the Muzzle of the Sentinel's Firelock, as he is rested, and give the Counter-Sign or his Name, taking care that no Body else hears it ; after which, he is to go on with the Relief in the Seventh Article.

6. WHEN the *Reveille* beats, all Officers, commanding Guards, either in Camp or Garrison, are to order their Men under Arms, to see that they are accoutred alike ; their Arms in good Order, their Hats well cocked, and that nothing be amiss.

7. ALL Guards that mount, if there be Occasion, must open their Files by Division, as they draw up ; and if they are in more Ranks than one, the Corporal must number the Men by Files, and march always in good Order, observing the following Method in relieving their Sentinels : *Viz.*

WHEN

WHEN the Corporal comes within Six Paces of the Sentinel, whom he is to relieve, he must order the Men to halt, and rest their Firelocks; the Sentinel is to rest at the same Time, and then the Corporal orders one, two, or three, and so to march and relieve; upon which the Man ordered, recovers his Arms, and advances within a Pace of him, who is to be relieved, he is to rest his Firelock, and receive his Orders, which the Corporal must listen to, lest there should be any Mistake: Then they recover their Arms, and take each others Place, facing to the Left about, and resting their Firelocks. Then the Corporal is to order his Men to shoulder their Firelocks and march, the Sentinel observing to shoulder with the rest. If it be a Post, where the Sentinels have their Bayonets fixt, after the Orders are delivered, they are both to poise their Firelocks, and rest upon their Arms. He that relieves, is to draw his Bayonet, and fix it; he that is to be relieved, must unfix his Bayonet, and return it at the same Time; then they are to recover their Arms together, and take each others Place, performing all the other Motions abovementioned.

IN Camp, all the Quarter Guards are to be ready to march as soon as the *Troop* has done beating, then the Officer on the Right is to order his Drummer to beat a short *Preparative*, which being to be answered by the rest, he must not begin his March, till he judges it to be gone through to the Left of the Line, that they may all march at the same Time: The Officers are to march very slow, and observe the usual decent Ceremonies towards one another. When the Corporal is gone to relieve the Sentinels, the Officer that mounts, is to order his Men to face to the Left, and open to a convenient Distance, for the other Guard to march through. All Quarter Guards are to have the same Number of Sentinels, and posted alike, that one may not be longer in relieving than

than another. The Officer, who dismounts, is to beat a short *Preparative*; when the Sentinels are come in, then club their Firelocks and march, taking at the same Time all the Motions from the Battalion on the Right, and observing to march very slow. When they come to the first Line of the Parade, they must order their Men to halt, to rest their Firelocks, to recover their Arms, and march to lodge them.

THEN the Officers must make their Reports of all that hapened, to their Commanding Officer and Major. The Officers that mount, as soon as the other Guards are marched through, are to order their Men to recover their Arms, face to the Right, and march, taking up the Ground the other Guards had.

Instructions for Garrison Duty.

IN all Garrison Towns, when the *Reveille* beats, the Town-Major, or his Adjutant, is to go with a Serjeant and Twelve Men, to the Governour's or Commandant's, for the Keys of the Town, and carry them to the Main Guard: There must be at the same Time a Serjeant and Four Men sent from each Post of the Town, to receive the Keys from the Town-Major; and the Ports being opened in the Presence of the Officer who commands the Guard, the Keys are to be carried back to the Main Guard by the same Serjeant and Four Men, and delivered to the Town-Major, who is to carry them back to the Governour's, or Commandant's.

ALL the Officers on the Port Guards, are to send a Report Night and Morning, of what happened on their Guards, by the Serjeant that goes for the

Keys ; and all the other Guards are to make a Report at the same Time ; They are also to make a Report at all other Times, the Moment any Thing Extraordinary happens on their Post, to the Captain of the Main Guard, who is immediately to acquaint the Governour or Commandant with it, and receive his Orders.

In all Frontier Garrisons, as soon as the *Reveille* beats, an Officer is to come with a Detachment of Horse or Dragoons, to the Main Guard ; and according as he is ordered, must go or send some of his Detachment out of the Ports, who are to patrol round the Town ; during which Time, the Barriers are to be shut, and the Draw-bridges drawn up, till the Troopers, that were sent out, return, and acquaint all the Posts that they discovered no Enemy.

THE *Troop*, or *Assembly*, for mounting the Guard, is to be beat at the Hour that shall be appointed by the Drum-Major ; and all the Drummers of the Regiment, which gives a Captain to the Main Guard, assisted by the Drummers of the other Regiments, that are to mount, are to begin at the Main Guard, from whence the Drummers, who are to mount, are to make the best of their Way to the Parades of their respective Regiments ; and the Drum-Major, with the rest of the Drummers, continue beating to the Grand Parade, and remain there till the Guards march off.

THE Men that mount the Guard, are to parade at their Captain's Quarters, an Hour before the Assembly beats ; and the Captain, Lieutenant, or Ensign, is to see that they are clean, well dressed, and that they have every Thing in good Order ; then send them to the Parade of the Regiment, where the Adjutant and Officers of the Regiment, that are to mount, must view them strictly, and take care to size the Ranks. When the *Assembly* has done beating, the Officers, who are to mount,

are

are to march the Men to the Grand Parade, where the Town-Major must give them their Posts.

WHEN all the Detachments are come in, the Serjeants are to range themselves Four Paces before their Men, facing them, being ready to be placed to their Divisions; and as the Town-Major forms each Guard, he commands them, to order their Arms, upon which the Serjeants are to divide themselves, half in the Front, and half in the Rear, Four Paces from the Men; and they are to prevent any Man's leaving his Rank or File.

WHEN all the Guards are formed, the Drum-Major, with all the Drummers, are to beat the Assembly at the Head of the Parade, during which Time the Officers are to draw for their Guards, and give their Names to the Town-Major, who is to enter them in a Book, with the Day of the Month, and the Post to each Officer's Name; and the Captain of the Guard is to have his own *Subalterns* with him, so that they are not to draw: The Adjutants therefore of the Regiments are to give their Names to the Town-Major. All the Names being entered, the Town-Major is to order a Drummer to beat a long Ruffle, at which all the Officers are to take their Arms in their Hands, and place themselves at the Head of their respective Guards, facing to the Men: The Serjeants are to enter into the Divisions at the same Time; then the Drummers are to beat Three *Flams* or *double Strokes*; at the First the Soldiers are to rest their Firelocks, at the Second they are to poise, and at the Third they are to shoulder; then a short Ruffle, at which the Officers are to face to the Left about to their proper Front.

THE Hour being come, that is appointed for the Guards to march off, the Commanding Officer is to reduce the Battalion, by ordering the Officers to their respective Guards; then they are to begin their March from the Right, each Officer who commands

a Guard, not to begin to march till the Town-Major directs him. The Town-Major, attended by all the Adjutants of the Garrison, is to see all the Guards march off, that if any Man be wanting, or any way out of Order, the Adjutant to whom he belongs, may answer for it.

WHEN all the Guards are marched off, the Town-Major is to wait upon the Governour, and make a Report of every Thing to him, that happened amiss on the Parade; the Adjutants are to attend him at the same Time. If Orders are given out in the Forenoon, (though it is a general Rule in Frontier Towns, not to give out Orders till the Gates are shut) then the Adjutants, and a Serjeant from each Officer's Guard, must assemble at the Main Guard, and wait there till the Town-Major brings them the Orders.

THE Officers at the Ports are to draw their Bridges, or shut the Barriers, at the Approach of any Party of armed Men, tho' it were a Detachment of their own Men, and give Notice of it to the Main Guard. They must not suffer any of them to come into the Town without the Governour's Orders, except one Officer, who is to shew the *Rout*. They are also to make their Drummers beat a *Call or Turn out*, in the Evening, half an Hour before the Gates are to be shut; and take care to see them shut as soon as the Keys arrive, making the Drummers beat a March; then take Possession of all the Posts in the Night.

THE Captain of the Main Guard is to enter the Reports of all the Guards in one Paper, signed by him; and after the Ports are shut, and the Keys are returned, he is to wait on the Governour, and give him the Word and Report.

THE *Retreat* or *Tat-too* is to beat at Ten o' Clock in the Summer, and at Eight o' Clock in the Winter, by the Drum-Major and all the Drummers in
the

the Regiment, which has a Captain on the Main Guard; and they are to beat round the Market-place, guarded by a patrol from the Main Guard, and the Drummers of all the Guards are to answer them; and also Four Drummers in their respective Quarters, if the Town be very large. The Captain of the Main Guard is to go the *Grand Rounds*, and that generally about Midnight, after which the Lieutenant of the Main Guard is to go the *Visiting Round*; but if the Governour or Commandant designs to go the *Grand Rounds*, he is to give the Captain of the Main Guard Notice of it, who on that Occasion is only to go the *Visiting Round*.

ALL Officers, commanding at any Out-ports, are to see all their Sentinels posted before it is dark, taking care to post them double at each of the most advanced Posts, and give them Orders, that if they hear any Noise, like the marching of Horse or Foot, one of them is to come to the Officer and acquaint him with it, and then return to his Post; the other is to have his Firelock ready, that he may not be surprised; and he is to listen attentively to the Noise he heard; and if any Body offers to come near him, or advance after he has challenged, and order him to stand, he must fire, and retire to his Guard. Great Care must be taken to relieve the Sentinels every Hour in the Night-time; and the Commanding Officers must order their Subalterns to visit them every Hour in their Turns, observing to go half an Hour precisely after every Relief; by which Method the Sentinels will be visited every half Hour: And if at any Time they miss any of the Sentinels, the Commanding Officer is to change the Counter-Sign, because it is the only Thing by which the Sentinels are to know the Corporals that relieve them, and the Officers that visit them. When the Corporals therefore go to relieve, and the Officers to patrol, the Sentinels must make them stand at Ten

Paces Distance, and order one to advance with the Counter-Sign ; he is immediately to rest his Firelock, and let the Person, who is to give him the Counter-Sign, approach within a Pace of the Muzzle of his Firelock, that no Enemy behind a Hedge or Ditch, may discover the Counter-Sign ; for which Reason, all Counter-Signs for Foot, ought to be a Name, Word, or Number, it being easy for an Enemy to discover a Whistle, Hem, or Clap on the Pouch.

No Soldier is to go out of the Garrison, except he has a Pass-port signed by the Governour, which the Commanding Officer of the Battalion he belongs to, is to obtain for him : And all those who go without Pass-ports into any other Town, or are met with on the Roads, shall be reputed Deserters, and sent back to their Garrison.

WHEN a Battalion send the Colours to be lodged, there must be a Lieutenant, Two Serjeants, and Twenty Four Granadiers, to guard them in the following manner : *Viz.*

THE Drummers *Call* is to beat at the Head of the Granadiers, upon which the Ensigns, who carry the Colours, and all the Drummers, are to repair thither ; and at the same Time, the Lieutenant of Granadiers, whose Turn it is, must command Twenty Four of his Men ; *viz.*

*Num. of
Morions*

- | | |
|--|---|
| 1. Poise your Firelocks. | 2 |
| 2. Rest on your Arms. | 3 |
| 3. Draw your Bayonets. | 2 |
| 4. Fix your Bayonets. | 4 |
| 5. Recover your Arms. | 2 |
| 6. Rest your Bayonets on your Left Arms. | 2 |

As soon as they are ready, the Major is to order the Battalion to rest their Firelocks, then the Lieutenant is to begin his March, the Ensigns are to follow him at a Distance, with their Colours advanced, and

and flying ; after them the Drum-Major at the Head of all the Drummers, beating a Troop ; the Twenty Four Granadiers to follow the Drummers, Four in a Rank : One of the Serjeants on the Right of the First Rank, and the other in the Rear of the Last Rank, with their Halberds advanced. When the Lieutenant comes before his Commanding Officer's Quarters, he must draw up his Men Three deep, and command them, *viz.*

*Num. of
Motions*

Rest your Firelocks.

3

THEN the Ensigns are to furl the Colours, and lodge them ; which being done, the Lieutenant is to command his Men, *viz.*

*Num. of
Motions*

1. Poise your Firelocks.
2. Rest on your Arms.
3. Unfix your Bayonets.
4. Return your Bayonets.
5. Recover your Arms.
6. Rest your Bayonets on your Left Arms.

2

3

2

4

2

THEN they are to return to the Battalion in the same Order they marched from it, the Lieutenant observing to draw up his Men even with the Front half Files on that Flank of the Battalion he first comes to, letting the Ensigns and Drummers pass by him to march to their Posts ; then he is to order his Men to face to the Right or Left, according to the Flank he is on, and march between the Ranks to their Ground, where he is to cause them to *Half*, and then command them, *viz.*

*Num. of
Motions*

1. Rest your Firelocks.

3

2. Shoulder your Firelocks.

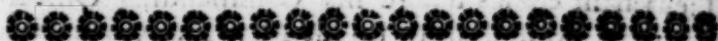
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WHICH brings them to the same Posture with the Battalion.

WHEN the Colours are sent for, the same Method is to be observed, only the Granadiers are not to have their

their

their Bayonets fixed, and the Battalion is only to keep shouldered, when the Ensigns go or come without the Colours; resting their Firelocks being intended only to keep up the Respect we ought to have for our Colours.



Rules and Directions for the Infantry.

IT being impossible that Battalions upon Action, or even in the Presence of an Enemy, can perform any Movement well, that they have not often practised before, it is absolutely necessary that all Commanding Officers and Majors take great Care to discipline their Officers and Soldiers so well, that upon any Occasion they may readily perform without Confusion, whatever Orders they shall receive from their General.

WHOEVER exercises a Battalion before a General Officer, must observe that he is not to find Fault, nor strike any Man, that does amiss, in his Presence; but when no General is present, he is to tell the Men, in as few Words as possible, the Design of every Motion, always demonstrating to them, that their chief Safety, whether standing or advancing, depends upon keeping their Order, and managing well their Fire.

It is strictly to be observed at Exercise, and upon Action, that no Soldier is to speak the least Word, nor even the Officers when they give the proper Word of Command to their Platoons.

THE Commanding Officer of a Battalion is to give the Word of Command for all Movements he would have performed; and least he should not be heard by all the Battalion, the Drummer that attends

attends him is to beat according to the following Directions: *Viz.*

IN advancing, when the Commanding Officer orders the Battalion to march, the Drummer is to beat a March, and must be very attentive to what the Commanding Officer says.

WHEN he commands the Battalion to *Halt*, the Drummer is to cease beating immediately, whether advancing or retreating; so that they who could not hear the Word of Command for the Sound of the Drum, will know by observing the Center, when the Drummer ceases, if they are ordered to *Halt*.

IN retreating, the Commanding Officer first orders the Battalion *To the Right about*, then *March*; upon which the Drummer is to beat a Retreat, taking care not to cease, whether advancing or retreating, till the Word of Command, *Halt*, be given.

THE Drummer must be always ready to beat a Preparative the Moment the Commanding Officer orders him.

ALL Commanding Officers must take great Care when they march the Battalions to attack the Enemy, to move slow, that their Men may be in Order, and not out of Breath when they come to engage. They must always manage their Fire well, and not begin to fire till they are very near; it being very certain that it is better to receive the Enemy's Fire, than to fire at too great a Distance.

WHEN a whole Line of Front marches in Order of Battle towards the Enemy, the Commanding Officer of each Battalion must take great care to regulate his March according to the Motions of the Line; it being very apparent that, when both Armies are very near, the Battalion that advances beyond the Front of his Line, is expected to be flanked, which may prove of dangerous Consequence: Therefore

fore this Precaution is necessary at all Times, especially in close and covered Ground, when the Battalions are separated, and cannot see those on their Right and Left ; in which Case it is necessary to have an Officer and two Serjeants on the Flank, to bring the Commanding Officer continual Notice of the Motion of the Troops, that he may not be found too backward when they begin to engage.

If a Battalion happen to break the opposite Enemy, the Officers must be very careful to prevent the Men from breaking after them ; because if you advance out of the Line, you are exposed to be flanked by the Enemy's Horse, which are often posted between the Lines for that purpose : Therefore the Commanding Officer must content himself with making his Granadiers fire among them to augment their Terror and Confusion, taking all possible Care at the same Time to have his Battalion in good Order to receive the Enemy, who he must expect will come to sustain those he has routed.

When Horse attack Foot, that are drawn up either in Line of Battle, or in Square, the Commanding Officer must prepare his whole Front Rank for the last Extremity, and fire the two Rear Ranks by Platoons, as shall be shewn, charging the Soldiers beforehand to take good aim at the Horse-Men's Knees, and that none fire till they are ordered ; it being natural to suppose an Enemy, especially Horse, much nearer to us than they are.

It is necessary for these Reasons, that the Soldiers often practice to fire at Marks ; for good Horse-Officers will not fail to send small Detachments or Squadrons, to make a shew as if they would charge you, in hopes you will spend your Fire on them, that they may take the Advantage then of falling with their large Squadrons on that part of the Battalion that has fired, before they can load their

Arms.

Arms. Therefore when a Commanding Officer has such a Disposition, he must prepare for it by detaching his best Marks-men to the Flanks of his Battalion, giving them Orders to fire at the Officers Horses, that lead those small Squadrons, which when killed or disabled, you may expect to see the rest retire faster than they came on: Then if the large Squadrons charge a well managed Fire, at Thirty or Forty Paces Distance, will make their Front Rank not only stop short, but fall in Confusion upon those that follow. Nothing shews an Officers Skill and Experience more, than knowing how to content himself with the Advantage he has gained over his Enemy: Therefore it must be particularly observed, that when Foot, who have made the Squadrons that charged 'em retire, it is safer, and the Officers will gain more Honour, by saving their Fire for those Squadrons which may come to sustain them, than if they had killed the others in their Retreat.

When it happens that Battalions are put in Disorder by the Enemy, they must retire to the Intervals of the second Line, the Officers labouring to keep off the Enemy, by forming in the Rear some Platoons of the resoluteest Men, to fire upon them till Relief comes up; then with all possible Diligence get their Men in Order, and ready to sustain those that second them: Upon those Occasions, the Officers in the Rear, and the Major, and the Adjutant, have an Opportunity of signalizing themselves. When the Army is drawn up in Line of Battle, and the Troops ready to march towards the Enemy, all the Officers ought to affect a chearful Countenance; speaking friendly and engaging Expressions to the Soldiers.

Orders for Encamping a Regiment.

THE Officers Tent of the Quarter Guard, is to be advanced before the Soldiers Tent, Two Yards ; and from the Quarter Guard Picket, to the Colours and Drums, Seventy Four Yards ; from the Drums to the Bell of Arms, Two Yards ; from the Bell to the Serjants Front Pole, Four Yards ; from the Front Pole to the Rear Pole of the last Soldiers Tent, Twenty Six Yards ; each Soldier's Square, Two Yards ; the Granadiers Street is to be Seven Yards and Two Foot ; all the other Streets Eight Yards ; the Back and Cross-street, Two Foot. From the Hind Pole of the Soldiers Tents, to the Front Pole of the Subalterns, Twenty Yards ; from the Front Pole of the Subalterns, to the Front Pole of the Captains, Twenty Yards ; from the Front Pole of the Captains, to the Lieutenant-Colonel and Major, Twenty Seven Yards ; from the Front Pole of the Lieutenant-Colonel and Major, to the Colonel's Tent, Twenty Seven Yards ; and from the Front Pole of the Colonel's, to the Staff-Officers Tents, Twenty Two Yards ; and from the Staff-Officers Tents, to the Horse-Pickets, Twenty Yards : The Ground for the Horse Twenty Yards deep, and the Horses to be encamped Horse-mannes ; from the Horses to the Grand Sutler's, Twenty Yards ; from the Grand Sutler's, to the Petty Sutlers and Butchers, to be at Discretion. The Houses-of-Office of the Front Line, Fifty Yards behind the Quarter-Guards ;

Guards ; and the *Houses-of-Office* of the Rear Line, Fifty Yards behind the petty Sutlers and Butchers. From the Officers Tent of the Quarter Guard, to the grand Sutlers, Two Hundred Forty Eight Yards and Two Foot. From the Bell-Picket to the Line of Parade in the Front, Twenty Four Yards. The Colours and Drums to be encamped before the Two Center Companies. From the Right to the Left of the Quarter Guard, Thirty Yards.



Orders for Encamping an Army.

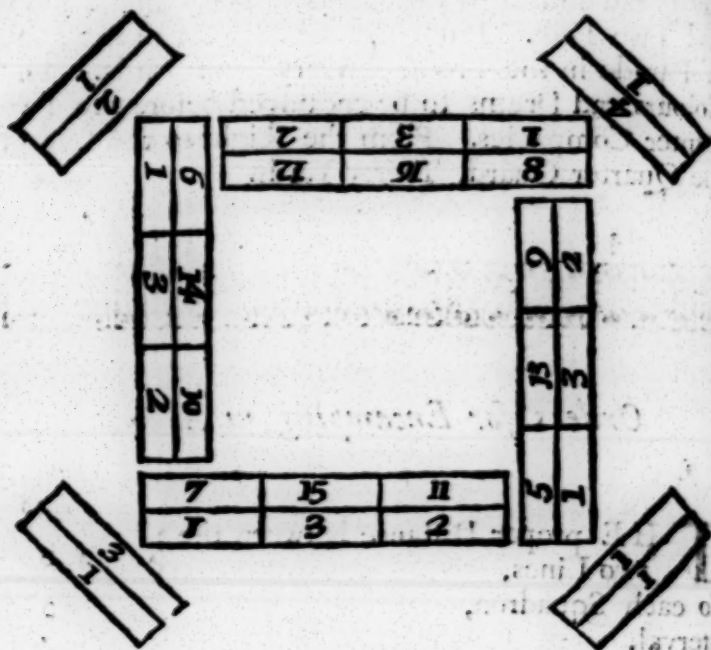
	Paces
T HE proper Distance between the } two Lines,	400
To each Squadron,	30
Interval,	20
Battalion of Foot,	200
Interval,	40

This is the true Distance, provided the Ground you encamp on will afford it.

A a

The

The Figure of the Hollow-Square.



To form the Hollow-Square.

THE Battalion is to be marked in Four grand Divisions ; and the Granadiers in Four Platoons ; Number 1, and Number 3, on the Right ; Number 2, and Number 4, on the Left.

Take Care to form the Hollow-Square.

THE Officers and Serjeants in the Intervals.

Form the Hollow-Square.

UPON pronouncing the Word *Square*, all the Divisions and Granadiers face thus ; viz.

THE

THE First Division, and First Platoon of Granadiers, on the Left Heels to the Left.

THE other Three Divisions, and the Platoons of Granadiers 3 and 2, on the Left Heels to the Right about.

THE Granadiers 4, on the Right Heels to the Right.

March.

ALL move together nimbly.

THE First Division moves to the Left, into the Ground of the Third Division; and after them the First Platoon of Granadiers, inclining one Pace to the Left as they march.

THE Second Division wheels to the Right until they meet the Flank of the Third Division; and with them wheels the Third Platoon of Granadiers, keeping fast as the Second Division, but advanced a Pace from their Left.

THE Third Division marches forward to the Rear, and when joined upon the Flank by the other Divisions, is to Halt, without a Word, or changing Aspect.

THE Fourth Division wheels to the Left until they meet the Flank of the Third Division, and with them wheels the Second Platoon of Granadiers, who are to keep faced as the Fourth Division, and advanced a Pace from the Right, facing the Third Platoon of Granadiers.

THE Divisions and Granadiers being halted, at the Ground, the Word is given,

Face Square.

THE First Division on the Left Heels to the Right; the Second and Fourth, on the Left Heels to the Left about; and the Third stands as already faced.

THE Four Platoons of Granadiers make half Wheels, and all face outwards, square from the Angles, and their Front Three Paces from the Angles.

HERE the Officers upon the Platoon are to be told their Firings by the Major on Horseback in the Square, and the Officers looking towards him, are again to be told their Firings.

THEN the Major cautions them :

Take Care, upon the Drum beating the several Preparatives, to perform your respective Firings.

Drum, beat the first Preparative.

ALL the Granadiers and Angle-Platoons make ready, and keep recovered ; and the Officers of Granadiers of the first Fire (the Platoons kneeling, and having their Firelocks cocked) give the Word,

Present.

AT this Word the Angle-Platoons advance Three Paces, to leave an Interval for the Granadiers to come out of the Square, then fall back into their own Ground, still keeping their Arms recovered.

Fire.

THE Granadiers recover and face to the Right about, and march into the Square ; and face again to the Left about, facing the Angles ; then prime, load, and shoulder again.

WHEN the Granadiers have all fired, the Officer of the First of the Angle-Platoons gives the Word,

Present. — Fire.

AND then he is followed in Order by the other Three Angles. THEN

THEN follows the Second Firing of the Square :
Then a Third Preparative, and is followed by a
Third Firing.

To Fire the Square, reserving the Front
Rank.

THE Major cautions ;

Front Rank take Care to make ready:

Front Rank make ready.

ALL the Front Rank make ready, and keep
recovered.

Drummer, beat a-Preparative:

THEN the whole Rank of the Square kneel, and
drop their Muzzles to the Ground, and keep in that
Posture with their Thumbs on their Cocks.

THEN the Officer of each Angle-Platoon gives the
Word to his Platoon, which then consists only of Two
Ranks.

Present. — Fire.

THEN the other Three Platoons, of that Fire,
follow.

ANOTHER Preparative beats, then follows the
next Firing in the same manner.

A Third Preparative, and then the last Fire fol-
lows in the same Order as the others have done.

ALL the Square having fired, the Major proceeds :

Front Rank, Present. — Fire.

THEY Fire kneeling, and recover, &c. As soon
as the Front is shouldered, the Angle-Platoons
march out Three Paces, to let out the Granadiers,
who carry their Arms recovered; and then the Officer
gives the Word, till all the Platoons have fired. This
being the last Fire of the Square, the Granadiers
stand fast.

Take the Major cautions ;

Take Care the whole Square to march together.

Note, That upon whatever Square the Drum beats, the whole Square faces that Way, and march ; and when the Drum ceases, all face Square without any Word of Command.

Take Care to reduce the Square.

Reduce the Hollow-Square.

At the Word *Square*, the Divisions and Granadiers face together ; the First Division on the Right Heels to the Right ; the Third on the Left Heels to the Left about ; the Second and Fourth being already faced for marching.

THE Granadier Platoons make half Wheels, the First, Second, and Fourth, to the Right, and the Third to the Left.

March.

THE First Division to the Right, led by the First Platoon of Granadiers ; the Second Division wheels to the Left, and with them the Third Platoon of Granadiers ; the Fourth Division to the Right, and with them the Second Platoon of Granadiers ; and the Fourth Platoon of Granadiers march to the Left, as faced : All the Divisions and Granadiers coming into their own Ground at the same Time.

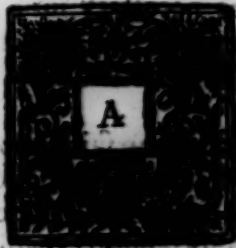
Halt.

THE First Division on the Right Heels to the Left, and the Granadiers, Number One and Four, the same ; all the rest being faced to their proper Front.

The



The ORDERS of his late Majesty King WILLIAM the Third, (when Prince of Orange) to be observed upon all Guards, and in all Garrisons.

1.  As soon as the *Reveille* shall beat, the Major, or Under-Major, accompanied with some Soldiers, shall fetch the Keys of the City or Garrison, out of the Governour's or Commander's House, and bring the same to the Main Guard, where at the same Time a Serjeant from every Port of the Garrison shall be sent with Four Soldiers to receive the Keys from the Major; and the City or Garrison-Gates being opened in the Presence of that Officer who commands that Port, the Serjeants shall bring back the Keys to the Main Guard, and deliver them to the Major, or Under-Major, which shall be delivered by either of them at the Governour's or Commander's House.

2. THE said Serjeants being sent to carry the Keys, shall give a Report of whatever have happened upon their respective Posts, as also every Officer; and if so be that any Thing extraordinary has happened, the Officer shall be obliged to go to the Governour or Commander, and give a Report of the same.

3. IN all Garrisons, a Drum-Major shall every Day be accompanied at One of the Clock in the Afternoon, with one third part of the Drummers of every Regiment belonging to the Garrison, beating the Prince his *Troop*, or *Gathering*, Three several Times about the Market-place ; then coming to separate one from the other, each shall go directly to his Commanding Officer's Quarters of his respective Regiment, beating his own *Gathering* or *Troop* : But when there is but one Regiment in Garrison, it will needless to alter the *Troop* in so small a Garrison ; and where-ever but one, or less than one Regiment is in Garrison, one half instead of one third part of the Drummers must beat : And being come, as aforesaid, to their respective Officers Quarters, there must remain no more than such as are necessary for the Guard, the rest going to their respective Quarters, which must be observed in great as well as in small Garrisons.

4. ABOUT a quarter of an Hour after the said *Troop* or *Gathering* has been beat, such as are ordered for the Guards of their respective Regiments shall march to the Parade, and there draw for their several Guards, Officers as well as Serjeants and Corporals, every one apart ; and the said Corporals shall be followed by such Soldiers as they shall command to the Posts they have drawn ; and to every one of the said Corporals, of one and the same Regiment, shall be given the same Number of Soldiers ; and every Regiment's Detachment for the Guards, shall be divided into as many Squatts as there are Corporals of the said Regiment for the Guard commanded ; which Division of Detachment shall be done in every Regiment. When the said Officers, Serjeants, and Corporals, have drawn for their several Posts, every one of them shall first take his Station, according as the Posts are ; so following one another, form the Battalion to march to the Market-place, or Parade, where

where being come, if Time and Weather permit, the Commanding Officer of the Guard shall exercise them, (only the Use of their Arms,) and at Two of the Clock exactly, he shall break the Battalion, commanding them to form their respective Guards according as they were drawn before the Battalion was formed: Then every particular Guard shall march off when the Word or Sign is given, according as their Posts do follow; the Main Guard to abide till all the Guards are marched, and then to relieve the other. The Main Guard shall always consist of one and the same Regiment, in which the respective Regiments shall observe their Tour, and not draw for that Guard, as other Guards do for their respective Posts. In all Places where there is an entire Battalion in Garrison, or so many Companies as can form a Battalion, a Captain shall always command the Main Guard.

If his Highness comes to any Garrison, the eldest Regiment, without being changed or intermixt with another, shall give a Guard for his Highness; and all Governours, who have Guards before their Houses, shall order the same according to their own Liberty, without drawing for them.

IN all Places where the Fortifications are not wrought at, the Guards shall be so divided, that about every Fourteenth Day, one Regiment may be free from Duty, purposely to be exercised; but if this cannot be done conveniently, some other expedient Means must be found; as for Example, the Guards which are to be relieved by such Regiments as shall be at their Exercise, shall remain unrelieved until the said Exercise be ended: Or else, some Men shall be daily detached from every Regiment from the Guards, proportionably to their Number and Strength, to the End that one Regiment may not be more oppress'd than another.

IN

IN Time of Peace, the Guards of all Garrisons shall be so divided, that the Soldiers may watch every Fourth Night, and the Officers every Fifth or Sixth, unless through Sickness or Absence of many Officers, their Tour shall come every Fourth or Fifth Night.

5. AFTER the Guards are marched from the Parade to their respective Posts, the Town-Major must go to the Governour or Commander, and ask if he has any further Commands to lay upon him.

6. EVERY Officer having received his Orders, and marching to the Post he has drawn, shall order the March which belongs to his own Regiment to be beaten; but if it should happen that two Officers of different Regiments should have the Guard together, and not beating one and the same March, the Commanding Officer of the Guard shall command and Order such a March to be beat as is usual to the Regiment he belongs to.

7. IN relieving the Guards, he that comes to relieve shall draw up his Men opposite to those who are to be relieved, and remain there till all the Posts are relieved, and the Corporals have cleaned the Guard and Sentry-Boxes, which must be delivered without the least Defect. All Things being settled in Order, the Officer that is relieved shall march off, causing a Troop to be beaten about One Hundred Paces, then he shall thank and dismiss his Men; but the Main Guard, when relieved, shall march to the Parade, and be dismissed there.

8. THE Officers shall remain Four and Twenty Hours upon their Posts, commanding their Victuals to be brought to them; but Liberty shall be given to one or two Soldiers at a Time, to fetch their Drink and Victuals.

9. HALF an Hour before the Ports are to be shut, each Officer commanding a Port, shall order his Drummer to beat an *Appeal* upon the Walls, to
advertise

advertise the People who are without the Garrison ; and as soon as the Keys are come, shut the Gates, commanding his Drum, while the Gates are shutting, to beat a March ; and at the same Time place the Night-Posts.

10. THE Keys must be returned after the same manner they were brought.

11. AFTER the Ports are shut, the *Port-Sbriver* shall deliver a List of the Names of such Persons as came in, and went out the same Day.

12. EVERY Officer is to visit his Posts before *Tat-too* be beaten.

13. THE Gates shall be opened after the same manner they were shut.

14. THE Adjutant shall be at the Main Guard about the shutting of the Port, and likewise the Serjeants of every Port where a Commission Officer commands, to receive the Orders from the Under-Major, and the Orders for the Guards the next Day ; and the said Adjutant shall be responsible for the Delivery of all the Orders that are given out.

15. WHEN the Major has received Orders from the Governour, in Places where there is one, he shall immediately give Notice, and make a Report of the same to the Commander ; but in case any extraordinary Business should be commanded, the said Major shall be obliged to put it in Execution immediately, and forthwith give a Report to the Commander.

16. THE *Retreat* or *Tat-too* shall in the Summer-time be beaten at Ten of the Clock, and in Winter at Nine ; half an Hour before which Time, a Drummer from each Port must be at the Main Guard, where the Drum-Major shall attend, and then the *Tat-too* shall be beaten Three times about the Market-place ; which being done, every Drummer is to return to his Post.

17. THE

17. THE Ports being shut, the Town-Major shall be obliged to go the Major-Round, and see if all the Ports are shut, the Night-posts set, and every Thing regulated according to Order : And as the Major goes his Round, he shall be obliged to give the *Parole* in all Places ; and where there is an Upper-Major, the Captain of the Main Guard shall, in the Upper-Major's Absence, be obliged, when the Ports are shut, to give the *Parole*, and annex Orders, back again to the Governour or Commander : And in such Places where an Under-Major, to the same Effect, is employed, (who is to have the Prince of Orange's Commission) the Lieutenant of the Main Guard shall, in the Absence of the Under-Major, be obliged to do it ; but as for the *Parole* it self, the Officer of the Main Guard is always obliged to bring it back to the Governour.

18. THE Captain of the Main Guard shall go the *Grand-Round* about Mid-night, unless the Governour or Commander lets him know beforehand, that he does intend to go the *Grand-Round* ; and in case, after the *Grand-Round* is done by either of them, the Captain shall be obliged to do the *Visiting-Round*, it shall be at what Hour he thinks fit, not being obliged to take any certain Way or Tour ; and whenever the Captain shall go the *Grand-Round*, the Lieutenant of the Main Guard is obliged to go the *Visiting-Round*.

19. THE *Parole* shall be given upon all Posts to the *Grand-Round*, but all other Rounds shall be obliged to give the *Parole* at every Post : And the Governour or Commander himself shall be obliged to do the same, if he has a mind to go the Round after the Captain of the Main Guard has gone the *Grand-Round* ; which *Parole* shall be given by an Officer or Seneant, which the Governour or Commander shall bring with him for that Purpose,

10. THE *Grand-Round* shall always be obliged to send a Serjeant some Paces before, to the Commanding Officer of the Guard, with such a Sign as the Governour shall have ordained for that purpose, to the End that the said Officer may be assured that it is the *Grand-Round*; which Sign may be as often altered as the Governour shall think fit; and if he does alter it, he must acquaint the Commander of the Guard with it by the Town-Major, or some new Token sealed up in a Box.

21. HE that goes the *Grand-Round*, shall ordain which of the *Petty-Rounds*, when they meet, shall give the *Parole* one to another, which Order shall continue only for that Night.

22. THE Captain of the Main Guard shall send, towards Evening, to every Officer that commands a Port, together with the Orders, certain Tickets of Lead, in each of which the Name of the Port shall be engraven; which Tickets must, by the said Officers, be given back to such Rounds as demand them, and consequently to the Captain of the Main Guard, to the End the said Captain may be satisfied that no Post was slipt, but all visited.

23. THE *Day-Round*, or more properly the *Visiting-Round*, shall be done once a Day by the Town-Major, or Under-Major, who shall be obliged to give a Report to the Governour or Commander, whether he found all the Guards in good Order.

24. THE said Major finding any Defect, shall immediately acquaint the Governour, or Commander if there be one, with it; putting the Offender in Arrest.

25. THE Officers, commanding any Out-posts, shall visit all such Posts as belong to the same, unto each of which shall be given a Counter-Sign.

26. ALL Inner-posts, as well Foot as Horse, must send some *Petty-Round* by Night.

27. WHENEVER a Port must be opened by Night-time, the Town-Major himself shall fetch the Keys, accompanied with some Horse-Men, and Soldiers of the Main Guard, and open and lock the said Ports.

28. AFTER the *Retreat* or *Tat-too* is beaten, no Soldier shall walk in the Streets; and if any of them belonging to the Garrison be found, they shall be put under Arrest immediately; and for the first Time locked Hand and Foot, and be confined to Bread and Water for Eight Days, at the Provost's; and for the second Offence, shall run the Gauntlet thro' the whole Parade.

29. IN case any Outrage or Misdemeanour shall happen in the Street, either by Citizen or Soldier, the *Petty-Round*, as well the Guards where the same happens, shall be obliged to quell the same, putting the Actors or Transgressors into Arrest, of which they shall give a Report to the Main Guard, and to the Town-Major: And if it happens that a Citizen be taken in Arrest, the said Citizen shall, the next Day, be delivered into the Hands of the Commanding Officer of the Place.

30. EVERY Morning while the *Reveille* beats, an Officer of Horse, with some Troopers, must be at the Main Guard; and some being sent out of the Port, the Barriers must be kept shut, and the Bridge be drawn up, until the said Troopers that went out, shall give a Sign to every Post, that the Field is uncovered.

31. IN case of an Alarm, either by the Enemy, or by Fire, every Commanding Officer of a Battalion shall be at the Alarm Place, for that Purpose ordained.

32. THE Officers, who command the Guards at the Ports, shall be very exact in examining every Passenger that comes in, concerning his Quality,
from

from whence he cometh, and where he does intend to lodge, sending him to the Main Guard ; but if he be a Person of Quality and Rank, he must not be sent to the Main Guard, but one of his Servants shall be sent thither, who being examined, the Captain of the Main Guard shall be obliged to make a Report in Writing, of what he has received, to the Governour or Commander : And shall also make a Report in Writing every Morning and Evening, of what has passed upon his Guard.

NEVERTHELESS this Article must be observed in this Form only in Frontier Towns, and not in Inland Towns, or such Cities as have their Votes among the *States General*, Time of War excepted.

33. IF in case any Parties shall come before the Gates, One or Two Troopers, or Soldiers only, of the same, shall be sent to the Main Guard to be examined, the rest remaining about Fifty Paces from the Barrier, until the Governour or Commander shall have Intelligence, and send back the necessary Orders.

34. THE Town-Major must take special Care that every Inn-keeper, exactly every Evening, gives in a List of such Persons as came that Day to lodge at his House ; likewise of such as were already lodged ; of which the Major is to give a Report to the Governour or Commander.

N. B. *This Article is to be understood as the precedent Article 32.*

35. IN all Garrisons where Troops are, the Orders concerning them shall be given to the eldest Officer.

36. No Soldiers, although they have their Officers Pass, shall leave the Garrison, unless they have the Governour's Pass, paying Two Pence for the

B b 2.

same ;

same ; and if any be found without the Governour's Pass, either upon the High-Way, or going through any Garrison, they shall be sent, as Deserters, back again to their own Garrisons.

37. THE Head-Officer, whose Tour it is to stay by the Regiment, or whoever hath the Command of a Battalion, in absence of the rest, must not quit the Garrison without the Knowledge and Permission of the Commanding Officer of the said Garrison ; and if so be that the Governour, Commander, or Commanding Major shall fall sick, or be absent, the eldest Commanding Officer of the Battalion, whose Tour it is to stay by the Regiment, shall, during the said Sickness or Absence, take the Command of the Place upon him.

Hague, 14. January, 1688,

was signed

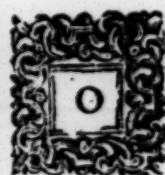
G. H. Prince d' Orange.





*An Abstract of the Articles of WAR, or
RULES for the better Government of
all his Majesty's Forces in his Kingdoms of
Great Britain and Ireland, and Dominions
beyond the Seas.*

A R T I C L E 1:



OFFICERS or Soldiers, (having no just Impediment) neglecting to attend Divine Service and Sermon, in such Places as shall be appointed for the Regiment, Troop, or Company to which they belong; or being present, shall behave indecently, or irreverently; if an Officer, he shall be severely reprimanded at a Court Martial; if Soldiers, each of them shall forfeit *Twelve Pence* for the first Offence, to be deducted out of their next Pay; and for every like Offence afterwards, shall forfeit the like Sum, and be laid in Irons for Twelve Hours: The forfeited Money to be applied to the Relief of the sick Soldiers of such Troop or Company.

A R T. 2.

If any Sutler, during Divine Service or Sermon, shall sell any Victuals, Beer, or other Liquors, or any Merchandize, he shall be delivered to the Civil Magistrate, to be punished according to Law.

A R T. 3.

WHOEVER shall Curse or Swear, shall incur the Penalties mentioned in the first Article.

A R T. 4.

IF any Officer or Soldier shall Blaspheme, or speak against any known Article of the Christian Faith, he shall be delivered to the Civil Magistrate to be punished according to Law.

A R T. 5.

IF any Officer or Soldier shall profane or abuse any Place dedicated to the Worship of God, or abuse any Chaplain of the Army, or Minister of God's Word, he shall be punished as a Court-Martial shall direct.

A R T. 6.

IF any Person shall presume to speak or use any traitorous or disrespectful Words against his Majesty, his Royal Highness the Prince of *Wales*, or any of the Royal Family ; or shall behave with Contempt or Disrespect toward the General or Commander in Chief of the Forces, or Words tending to his Hurt or Dishonour, he shall be punished according to the Nature of his Crime, by the Judgment of a Regimental or General Court-Martial.

A R T. 7.

IF any Person shall cause, join, or be guilty of Mutiny or Sedition, he shall suffer Death, or such other Punishment as a General Court-Martial shall inflict : Or if he shall hear any Words tending to Mutiny and Sedition, and does not endeavour to suppress the same, and discover it to his Superiors ; if an Officer, he shall be cashiered ; if a Non-Commission

mission Officer or Soldier, he shall be severely punished at the Discretion of a Court-Martial.

A R T. 8.

IF any Man shall refuse to obey the lawful Orders of his superior Officer, he shall suffer Death, or such other Punishment as a General Court-Martial shall inflict.

A R T. 9.

WHOEVER shall resist any Officer in the Execution of his Office, or shall strike, draw, or offer to draw, or lift up any Weapon against his superior Officer on any Pretence whatsoever ; if any Officer, he shall be cashiered ; if a Non-Commission Officer or Soldier, he shall receive such corporal Punishment as a General Court-Martial shall inflict.

A R T. 10.

ALL Officers and Soldiers who shall have received Pay, or have been duly listed, and shall desert the Service, and be convicted thereof before a General Court-Martial, shall suffer Death, or such other Punishment as by the said Court shall be inflicted.

A R T. 11.

WHOEVER shall leave his Troop or Company, and enlist in any other Regiment without a Discharge from the Commanding Officer of the Regiment in which he last served, shall suffer as a Deserter : And any Officer who shall knowingly receive or entertain any such Non-Commission Officer or Soldier, upon Proof made before a General Court-Martial, he shall be cashiered. And no Discharge shall be allowed unless signed by a Field Officer of the Regiment.

A R T.

A R T. 12.

WHOEVER persuades another to Desert, shall suffer such Punishment as shall be inflicted by the Sentence of a General Court-Martial.

A R T. 13.

WHOEVER shall break Prison, shall be punished as a Defterter ; and every Officer, who being under Arrest, shall leave his Confinement before he be regularly released, shall be cashired for it.

A R T. 14.

WHOEVER shall misbehave himself before the Enemy, or shall run away, or leave any Fort, Post, or Guard, or induce others to do so ; or after Victory, shall quit his Commanding Officer or Post, to plunder, and not pursue the Enemy, he shall suffer Death, or such other Punishment as by a General Court-Martial shall be inflicted on him.

A R T. 15.

ALL publick Stores taken from the Enemy, shall be secured for his Majesty's Service.

A R T. 16.

IF any Person in the Army shall be accused of any capital Crime, or any Violence or Offence, punishable by the known Laws of the Land, upon Application made, he shall be delivered up to the Civil Magistrate ; and any Officer who shall refuse to deliver up such Offender, or shall neglect to aid and assist the Civil Magistrate in apprehending such Offender, he shall suffer the Penalty mentioned in the Act of Parliament.

A R T. 17.

THE Officers of every Regiment may, by Consent of the Colonel or Commanding Officer, hold a Court.

Court-Martial, consisting of at least Five Commission Officers, for inflicting corporal Punishment on those who neglect their Duty, Disorders in Quarters, or other Crimes as may deserve such Punishment ; and the Judgment shall be according to Plurality of Voices.

A R T. 18.

IF any Officer shall think himself wronged, he shall apply for Redress to the Colonel or Commanding Officer for Redress ; and upon Refusal, he is then to complain to the General or Commander in Chief, who is to enquire into the same, and lay it before his Majesty himself, or by the Secretary at War, to receive his Majesty's further Direction.

AND if any inferior Officer, Soldier, or Trooper, thinks himself wronged, he is to complain to the Commanding Officer of the Regiment, who is required to see Justice done to the Complainant at a Regimental Court-Martial ; and either Party may appeal from thence to a General Court-Martial ; but if the Appeal shall prove groundless or vexatious, the Appellant shall be punished accordingly.

A R T. 19.

WHOEVER shall reproach, or provoke another by Speech or Gesture, shall suffer Imprisonment, and ask Pardon of the Party offended.

AND if an Officer sends a Challenge, he shall be cashiered ; and if a Non-Commission Officer or Soldier does so, he shall suffer the severest corporal Punishment.

ANY Officer Commanding a Guard, and knowingly shall suffer any Person to go forth to fight a Duel, shall be punished as above : And all Seconds and Carriers of Challenges shall be deemed as Principals.

ALL Officers have Power to part and quell all Quarrels, and to command Officers to Arrest, and
Soldiers

Soldiers to Prison, until the proper Officers are acquainted therewith ; and whoever shall disobey, or draw his Sword, shall be punished as a General Court Martial shall direct.

No Officer shall upbraid another for refusing a Challenge ; and if he does, he shall be punished as a Challenger : The Party refusing being acquitted hereby of all Disgrace.

A R T. 20.

A General Court-Martial must consist of Thirteen Officers ; the President to be a Field Officer, or the then Commander in Chief of the Forces in Garrison.

IN every Court-Martial the Members shall take Rank as they do in the Army ; and the Judge-Advocate, or one deputed by him, shall prosecute in his Majesty's Name ; and in capital Cases shall administer the follow Oath to every Member :

You shall well and truly Try and Determine, according to your Evidence, in the Matter now before you, between our Sovereign Lord the King's Majesty, and the Prisoner to be tried.

So help you God.

THE following Oath is to be taken by the Members or Judges in a General Court-Martial.

I A. B. do Swear, That I will duly administer Justice according to the Rules and Articles for the better Government of his Majesty's Land Forces, and according to an Act of Parliament now in Force for the Punishment of Mutiny, Desertion, and other Crimes therein mentioned, without Partiality, Favour, or Affection ; and (if any Doubt shall arise which is not explained
by

by the said Articles, or Act of Parliament) according to my Conscience, the best of my Understanding, and the Custom of War in the like Cases. And I do further Swear, That I will not divulge the Sentence of the Court, until it shall be approved by his Majesty, the General, or Commander in Chief ; neither will I, upon any Account, or any Time whatsoever, disclose or discover the Vote or Opinion of any particular Member of the Court-Martial.

So help me God.

ALL Witnesses shall be examined upon Oath ; and no Field Officer to be tried by any under the Degree of a Captain ; and no Sentence of Death be given except by a Majority of Nine or more Officers ; and no Trial but between Eight o' Clock in the Morning and One in the Afternoon, nor the Sentence be put in Execution until Report be made to his Majesty of the whole Proceedings, or to the General Commanding in Chief, and his Directions signified thereupon.

EVERY Member is to behave with Decency ; and in giving their Votes, begin with the Youngest.

A R T. 21.

EVERY Soldier, who shall enlist himself, shall, within a Month afterwards, be carried before a Justice of the Peace, and take the following Oath :

I Swear to be true to our Sovereign Lord King GEORGE, and serve Him honestly and faithfully, in Defence of His Person, Crown, and Dignity, against all His Enemies and Opposers whatsoever ; and to Observe and Obey His Majesty's

*Majesty's Orders, and the Orders of the Generals
and Officers set over me by His Majesty.*

So help me God.

A R T. 22.

EVERY Commanding Officer of a Troop or Company shall, upon due Notice given him by the Commissary of the Musters, or one of his Deputies, assemble the Troop or Company under his Command, in the next convenient Place for their being mustered ; and no Officer or Soldier shall be allowed of at the Muster, who shall happen to be absent from the Muster, by reason of Sicknefs, or being employed in Recruiting, on Party, or on Furlough, or by a signed Leave from his Colonel or Field Officer Commanding the Regiment, except the Officer there Commanding shall produce signed Certificates of such lawful Cause of Absence.

AND every Officer who shall be convicted of giving, making, or procuring any false Certificate in order to a false Muster, or shall at any Time be found guilty of making a false Muster, either by mustering Servants in the Ranks, or of any Man or Horse not truly belonging to the Troop or Company, shall be cashiered, and suffer such other Punishment as by the Act of Parliament is appointed.

A R T. 23.

No Non-Commission Officer, or Solder, shall be absent, by Leave, from his Quarters above Twenty Days in Six Months, unless by Leave signed by his Colonel, or other Field Officer Commanding the Regiment ; and he is to take care, that not above Two Men, of the same Troop or Company, shall have such Leave or Licence at the same Time.

AND

AND for the Absence of Commission Officers from Garrison or Quarters, all Colonels and Commanding Officers are to govern themselves according to his Majesty's Orders for the Attendance of Officers in Quarters.

A R T. 24.

ALL Commissions granted by the King, or any General having His Authority, are to be entered in the Books of the Secretary of War and Commissary General, otherwise they are not to be allowed at Musters.

A R T. 25.

No Commission Officer shall be cashiered his Majesty's Service but by an Order from Him, or by the Sentence of a General Court-Martial, approved by such Generals as by his Majesty's Power and Authority shall appoint the same. But

Non-Commission Officers may be discharged in like manner as private Soldiers; and by the Sentence of a Regimental Court-Martial, may be reduced to serve as private Soldiers in their Ranks.

A R T. 26.

No Non-Commission Officer or Soldier shall be permitted to Suttle, or keep any kind of publick House, or Shop for the selling of Liquors, Victuals, or other Merchandize, under Pain of being punished for it by a Regimental Court-Martial.

AND every Commission Officer, who shall muster any Person known to be so sutling or offending, as above, shall be brought to a General Court-Martial, and punished as in Case of making a false Muster.

A R T. 27.

No Sutler shall keep open House, or sell any kind of Liquors or Victuals after Nine of the Clock at
C c Night,

Night, nor before the Beating of the Reveilles in the Morning, upon Pain of never sutling for the future.

AND all Commanding Officers are to see that the Sutlers do supply the Soldiers with good and wholesome Provisions at the Market Price.

A R T. 28.

ALL Officers and Soldiers are to behave themselves orderly in Quarters, and on their March ; and whoever shall commit any Waste or Spoil, either on Walks of Trees, Parks, Warrens, Fish-Ponds, Houses, or Gardens, Corn-fields, Inclosures, or Meadows, or shall maliciously destroy any Property whatever, belonging to any of his Majesty's Subjects, or belonging to any Person whatever, unless by Order of the then Commander in Chief of his Majesty's Forces, to annoy Rebels, or other Enemies in Arms against his Majesty ; he or they, who shall be found guilty herein, shall (besides such Penalties as they are liable to by Law) be punished according to the Nature and Degree of the Offence, by the Judgment of a Regimental or General Court-Martial.

A R T. 29.

No Officer shall demand Billets for Quartering more than his Effective Men ; nor quarter any Women or Children in any House, without the Consent of the Owner ; nor shall take any Money to free Landlords from Quartering Officers or Soldiers, upon Pain of being cashiered for it.

A R T. 30.

EVERY Officer, whether in settled Quarters, or on a March, shall see his own Quarters, and the Quarters of every Officer and Soldier under his Command, paid, according to the Rates specified in the Act of Parliament now in Force ; and the Commanding

ing Officer shall give publick Notice to all Landlords of every Payment to be made. And if any such Officer shall be commanded to march before Money be come to his Hands, he is to make up his Accounts, before his Departure, with all Persons who have Money due to them for Quartering any Officer or Solder for the Time that he has remained there; and grant to every such Party a signed Certificate, therein specifying the Name of the Regiment, Troop, or Company, such Officers or Soldiers belong to, under Pain of being cashiered for it; upon Proof of having wilfully offended herein.

A R T. 31.

ALL Commanding Officers are to apply to the proper Magistrates for Carriages necessary for the Service, and to pay for them according to the Act of Parliament: He is not to abuse, nor suffer the Waggoner to be abused, nor to put more than Two Thousand Weight on any Wayn or Waggon. And if any Officer be convicted of offending herein, or refusing to grant Certificates, in case of Failure of Money, as in the preceding Article, shall, by the Judgment of a General Court-Martial, be cashiered or otherwise punished, according to the Degree of his Offence.

A R T. 32.

ALL Commanding Officers shall keep good Orders, and redress all Abuses committed by any one under his Command; and upon complaint made of any such Abuse, Disorder, or Irregularity, if the Commander refuse to see Justice done on the Offender, and Reparation made to the Party injured, as far as part of the Offender's Pay can enable him, he shall be punished by a General Court-Martial, as if he himself was the Offender.

A R T. 33.

No Officer shall lie out of his Camp or Quarters without Leave of his superior Officer ; and every Soldier shall repair to his Quarters at the beating or sounding the Retreat ; and whoever shall offend herein, or, without Leave, absent himself from his Guard, or neglect to come to the Parade, Place of Exercise, or other Rendezvous, (unless hindered by Sickness, or other evident Necessity) shall be punished according to the Nature of his Offence, by the Colonel, or other Commanding Officer.

A R T. 34.

EVERY Officer shall be cashiered, who shall be found Drunk upon his Guard, Party, or other Duty under Arms : And if any Non-Commission Officer or Soldier shall be guilty of the same, he shall be punished by riding the Wooden Horse, Picket, or other corporal Punishment, as practised in the Army.

A R T. 35.

If any Sentinel quit his Post before he is relieved, or be found sleeping upon his Post, he shall be condemned by a Regimental or General Court-Martial, to run the Gauntlet.

A R T. 36.

No Soldier, whether he belongs to the Horse or Foot, shall hire another to do his Duty, or be excused from Duty, but in Cases of Sickness : And every Soldier so hiring, or being hired, shall be punished at the next Regimental Court-Martial. And every Non-Commission Officer conniving at such hiring, shall be reduced ; and every Commission Officer knowing and allowing such ill Practices, shall be punished by the Judgment of a General Court-Martial.

AND

AND if any Officer shall protect any Person from his Creditors, otherwise than is allowed by the present Act of Parliament, (except such as do actually serve in the Ranks) he shall be cashiered.

A R T. 37.

ANY Officer or Soldier, who make an Alarm in Camp or Quarters, shall be punished as a Court-Martial shall inflict.

A R T. 38.

ANY Officer or Soldier, who shall commit any Offence, may, by the Commanding Officer then upon the Place, be put under Arrest, and confined until he shall be tryed by a Court-Martial for the same, or otherwise lawfully discharged.

IF the Commanding Officer shall at any Time think that he has not Power to inflict corporal Punishment for an Offence committed, he shall immediately acquaint the Colonel or other Commanding Officer of the Regiment therewith, who shall, with all convenient Speed, summon Officers for composing a Regimental Court-Martial, for trying and punishing the Offender, or within Eight Days at the farthest : And if any Regimental Court-Martial shall not judge themselves capable to decide and punish any Crime or Difference, the Officer then commanding the Regiment, shall send to the Secretary at War, the Proceedings, Proofs, and Examinations thereon, in order to obtain an Order for a General Court Martial thereon.

A R T. 39.

WHOEVER shall make known the Watch-Word, without Orders from his superior Officer, or shall give a false one upon Guard or Patrol, shall be punished by the next Court-Martial according to the Nature of the Offence.

A R T. 40.

EVERY Non-Commission Officer or Soldier, who shall sell or spoil any of the Ammunition delivered to him, shall run the Gauntlet : And every Commission - Officer, Store-keeper, or Commissary of Provisions, who shall imbezzle Arms, Victuals, or Ammunition, shall be cashiered.

A R T. 41.

IF any Non-Commission Officer or Soldier shall sell, or wilfully spoil, his Horse, Arms, Cloaths, or Accoutrements, or shall steal or pilfer any from his Comrades, shall be subject to such weekly Stoppage (not exceeding one half) as the Court-Martial shall judge sufficient for Repairing the same, and suffer Confinement, or other corporal Punishment, as the Nature of his Offence may deserve : But no Deduction shall be made out of any Soldiers Pay, unless for Crimes of the above Nature, except by Warrant under his Majesty's Sign Manual ; and no general Stoppage shall be made but by a Warrant aforesaid, or by a Warrant from the General commanding the Forces.

A R T. 42.

No Officer commanding a Guard, or Provost-Martial, shall refuse to receive and keep any Prisoner committed to their Charge by any Officer ; nor release any such Prisoner without Orders from the Commander in Chief, nor suffer any Prisoner to escape, under Pain of being punished by a General Court-Martial according to the Nature of the Offence.

EVERY Officer, to whose Charge any Prisoner is committed, shall, within Twenty Four Hours, (or as soon as he is relieved) give in Writing to the Commander in Chief, the Name of his Prisoner, and

and of the Committer, and the Crimes alledged against such Prisoner, as far as he knows, under Pain of being punished by a Regimental, or General Court-Martial.

A R T. 43.

WHEN any Commission Officer shall happen to die, or be killed, the Major of the Regiment, or whoever officiates for him, shall secure his Effects in Camp or Quarters, and make a just Inventory thereof before the next Regimental Court-Martial, that his Executors may, after Payment of his Debts in Quarters, and Interrment, have the Over-plus.

AND when the same Fate shall attend any Non-Commission Officer or Soldier, the Commanding Officer of the Troop or Company, shall, in Company of Two other Officers, or other Witnesses, take account of all he dies possessed of, over and above his Regimental Clothing, Arms, and Accoutrements, to be accounted for as above directed.

A R T. 44.

THESE Rules relate to the Troops and Regiments of Horse and Foot Guards, as well as the rest of the Forces : And when any Officer or Soldier, belonging to the said Troops and Regiments of Horse and Foot Guards, shall be brought to a General Court-Martial, for Crimes arising among themselves, such Court-Martial shall be composed of any of the Officers aforesaid, who are to take Post according to the Dates and Degrees of Rank, granted in their Commissions. In like manner the Officers of the Foot Guards, for Differences or Crimes, as aforesaid, shall be composed of Court-Martials of themselves. But if any Difference happen between Officers or Soldiers belonging to either of those Corps of Horse or Foot Guards, and Officers or Soldiers of any other Troops, then the Courts-Martial to be appointed, shall be composed

composed of Officers belonging to the Corps in which the Parties complaining, and complained of, do serve in ; and the President to be ordered by Turns, beginning with an Officer of one of the Troops of Horse Guards.

OFFICERS having Brevets, shall take place according to the Rank given them in their Brevets, except in the Troops or Regiments to which such Brevet-Officers belong, who then is to take Rank, and do Duty, according to the Commission he is mustered by.

IN Marches, Guards, Quarters, Detachments, or Camp, if any of the Officers of Horse Guards, Horse Granadiers, or Regiment of Horse Guards, who shall happen to join or do Duty with any other Corps ; then the eldest Officer, without respect to Corps, shall command the whole, and give the Orders necessary for his Majesty's Service.

A R T. 45.

ALL the before-mentioned Articles and Rules shall be read once in Two Months, at the Head of every Troop or Regiment, and are to be observed by all the Gunners, and Officers of the Train of Artillery ; except such Regulations as shall be made in *Ireland* by the Lord-Lieutenant thereof, relating to the Payment of Quarters and Carriages ; and in the Islands, Provinces, and Garrisons beyond the Seas, by the respective Governours of the same, according as the Nature of the Thing shall require.

COURT-Martials may punish Criminals in the Garrison of *Gibraltar*, Island of *Minorca*, Forts of *Placentia*, and *Anapolis Royal*, when there is no Civil Judicature in Force, notwithstanding what is expressed in the Sixteenth Article of these Rules and Orders, to the contrary.





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